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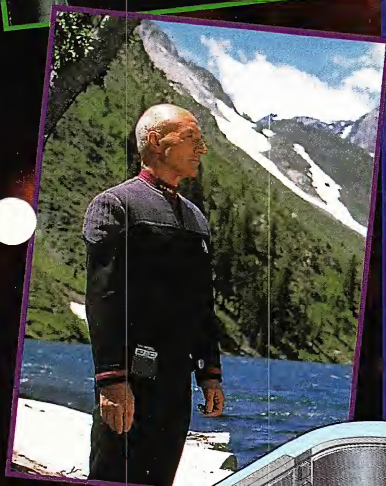
FACT FILES 146



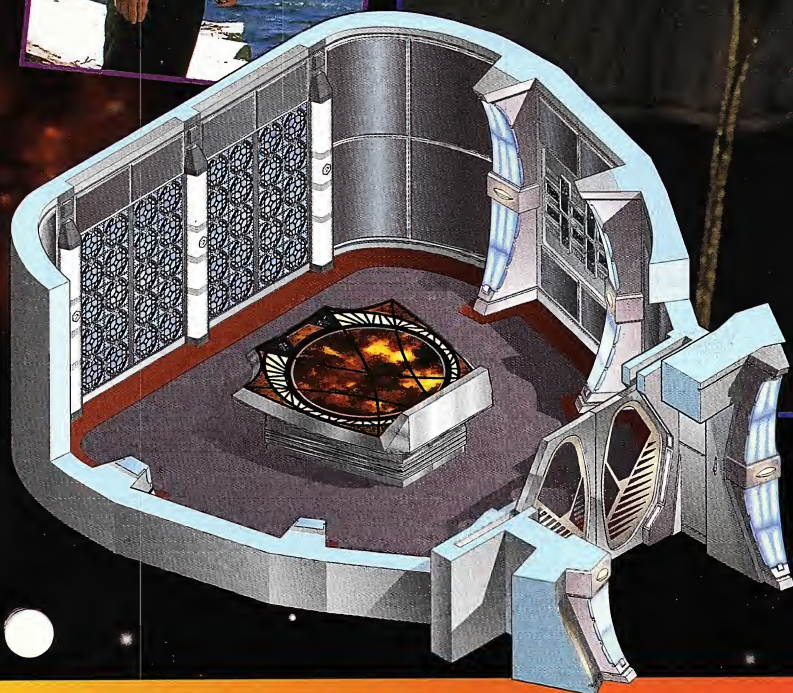
Admiral Matthew Dougherty
Turning a blind eye to Son'a injustice

Ahdar Ru'afo
Son'a Leader

The Ba'ku Colony World
A youth-restoring paradise



Starfleet Dress Uniforms
New formal wear for the 2370's



Meet the Peaceful Ba'ku
Long lives and simple pleasures



Inside Ru'afo's Tactical Room
Layout and control consoles explained

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THE OFFICIAL STAR TREK[®] FACT FILES



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SPACE
PHENOMENA

The Guide to the STAR TREK Galaxy

FILE 5 CARD 23



SPACE
PHENOMENA

THE BRIAR PATCH

Isolated spatial anomalies can prove hazardous to spacefaring vessels, but these single events often pale into insignificance when compared with entire regions of spatial distortions, such as the Briar Patch.

The region of the Alpha Quadrant designated **Sector 441** is a notoriously hazardous environment. The extent of the region's potential danger led to it being nicknamed the **Briar Patch** by **Starfleet Command**, in reference to a particularly tough, dense, and thorny Earth bush.

In 2375, **Captain Jean-Luc Picard** of the **U.S.S. Enterprise NCC-1701-E** requests entrance to the Briar Patch in order to investigate the unusual behavior of his colleague, **Lt. Commander Data**, only to be warned by **Admiral Dougherty** that his ship has not undergone the specialized Starfleet refit needed to counteract the

environmental concerns of this region of space. In order to fully understand the hazards contained within the Briar Patch, therefore, it is best to examine the effects it has on a starship equipped only for normal space travel.

Gaseous clouds

The most obvious difference between normal space and the Briar Patch is the existence of dense clouds similar to stellar dust, or debris fields encountered in other spatial regions. A ship has no option but to cut through these dense pockets in the course of its cautious journey. The region is also permeated by low-level concentrations of **metaphasic particles**.

Many of the stellar clouds are made up of extremely volatile **metreon gas**, whose presence has a major effect on any warp-capable vessel: it collapses the field generated by a **warp core** and, as such, does not allow travel at speeds faster than impulse. Sensors are severely limited in detecting approaching hazards, so the maximum safe speed for navigation is around one third impulse power.

The impulse manifolds of a **Sovereign**-class vessel cannot handle full impulse power in any case. The nature of surrounding space means that any attempt to reach full impulse will result in the eventual destruction of the **warp nacelles** and much of the remaining ship.



The Briar Patch is a notorious area consisting of huge, swirling banks of brown, red, gray, and black clouds. These fill the dangerous region as they merge together.

It is not only propulsion and sensors which are directly affected by the sector. Communications become increasingly difficult the further one ventures into the area. Even **subspace** messages will not function between ships further away than 18 minutes' distance – the limit of the *Enterprise's* sensors inside the region. Consequently, this gives a command

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TAKING PRECAUTIONS

Hazardous regions

The majority of the Alpha Quadrant consists of well documented and mapped territories, although there are still some areas yet to be thoroughly investigated by the United Federation of Planets. One well known trouble spot is the Badlands near Cardassian space; its peculiar conditions defying even the most up-to-date advances of engineers within and outside Starfleet. A second, less familiar region, located in Sector 441 of the Alpha Quadrant, presents even greater difficulties. **Admiral Dougherty**, who oversees the *Starfleet-Son's* duck blind mission on the Ba'ku world within the Briar Patch, admits that the Federation has not yet fully identified the anomalies the area contains. He is, however, insistent that any starships involved in the mission are outfitted with **chromodynamic shielding**, which protects the crews from the rejuvenative effects of the **metaphasic radiation**.



The Ba'ku colony world is located in a relatively normal area of space within Sector 441, but the majority of the region holds many dangers for spacefaring vessels.

In 2375, Captain Picard sends the U.S.S. ENTERPRISE into the Briar Patch against the orders of Starfleet's Admiral Dougherty, who warns that the starship has not had the necessary modifications.



Designation	The Briar Patch		
Type	Nebula	Quadrant	Alpha
Coordinates	Sector 441		
Name	Sector 441 is nicknamed the Briar Patch by Starfleet, in reference to a thorny genus of bush on Earth.		
Planetary bodies	The Briar Patch is home to the Ba'ku colony planet, which remains isolated from offlanders for more than 300 years due to the sector's turbulent nature.		
Important Features	The Briar Patch is an extremely hazardous region of space because of its thick dust clouds and pockets of volatile metreon gas.		
Starship Log	STAR TREK: INSURRECTION		

GALAXY FACTS

It takes two days to reach the perimeter of the Briar Patch from the Ba'ku colony world. This is due to the speed restrictions of one third impulse power that the sector imposes on a starship's engines.

officer very little time to react to an oncoming threat, as **Commander William Riker** discovers when the *Enterprise* is attacked by two **Son'a** ships while in Sector 441 in 2375.

Dangers of battle

Combat tactics inside the Briar Patch are extremely risky to both parties. The presence of metreon gas

precludes the use of **phasers**, as the intense heat generated by the beams could ignite the clouds and produce an enormously destructive explosion.

Photon torpedoes are not affected, although the opposing forces have to be within close proximity for their limited targeting systems to work. This does not stop the Son'a launching a brutal attack on the *Enterprise*, however, and then pursuing it into one of the very worst areas of the sector – a nebula cluster.

The Briar Patch does have sections of normal

space, however, such as the one in which the **Ba'ku colony world** exists. The generally inhospitable nature of the Briar Patch has guarded the Ba'ku colony world, and the priceless concentration of metaphasic radiation within its rings, for more than 300 years. The Ba'ku's seclusion is finally disturbed in 2375, when the Son'a join forces with the **United Federation of Planets** to harvest the metaphasic radiation. It is left to the crew of the **U.S.S. Enterprise** to restore a degree of tranquillity to this volatile region of space.



SPACE PHENOMENA



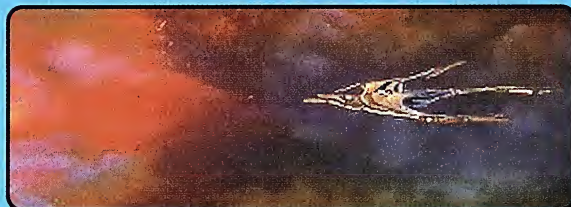
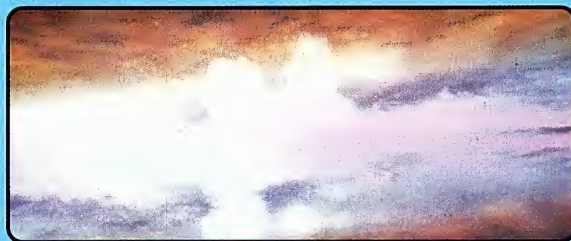
SPACE PHENOMENA

The Guide to the STAR TREK Galaxy

FILE 5 CARD 23

THE BRIAR PATCH

The Briar Patch is filled with a coagulating mass of nebulous clouds containing metreon gas. This gas is extremely unstable and has dangerous effects on a starship's engines, such as collapsing the field generated by the vessel's warp core.



The Son'a ships, under the command of **Ahdar Ru'afo**, have undertaken the necessary modifications. Nevertheless, the ships and their crews must still exercise caution.

THE RIKER MANEUVER

Desperate measures

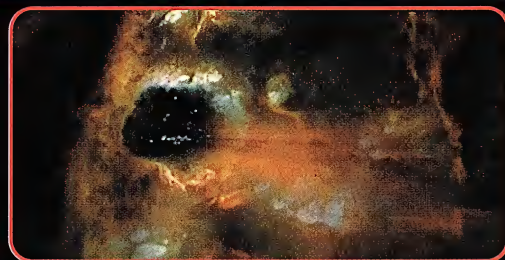
In 2375, **Commander Riker** attempts to make it to the boundary of the Briar Patch in order to send a message to Starfleet Command about the threat to the Ba'ku from the Son'a, but finds his path blocked by the Son'a. Using this particularly dense region of cometary debris and metreonic gas to their tactical advantage, the Son'a release and detonate a banned subspace weapon in the form of an isolytic burst. This reacts with the instabilities of the cluster and forms a subspace tear that heads straight for the warp signature given out by the **U.S.S. Enterprise**. **Commander Riker** orders the ejection of the ship's warp core, to avoid being destroyed by the tear, and detonates it in space. This action successfully seals the tear but leaves the *Enterprise* without warp power. **Riker** then decides to use the Briar Patch to his advantage, and orders the collection of metreon gas via the ship's **Bussard ramscoops**; he subsequently ejects the gas in front of the enemy vessels in a concentrated stream, which is ignited by a Son'a weapon, destroying one ship, and leaving a second crippled.

Despite the Son'a ships' tactical superiority to the crippled **ENTERPRISE**, **Commander Riker** still manages to out-manoeuvre and defeat them by using the instabilities of the Briar Patch to his advantage.



The **ENTERPRISE** crew eject the warp core to avoid a subspace tear from engulfing the ship, and detonate it with a photon torpedo. The subsequent explosion destroys a Son'a vessel.

Riker orders the collection of metreon gas and ejects a stream of it in front of the Son'a vessels.



During an attack by the Son'a, the **ENTERPRISE** is forced to retreat within one of the most volatile regions of Sector 441 – the nebula cluster, which is filled with instabilities.





OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 122



OTHER GROUPS
AND RACES

THE BA'KU

The Ba'ku are a serene and focused people, living a simple rural life on a secluded planet within an area of space called the Briar Patch. Their halcyon existence, however, belies a violent past.

The peaceful race of humanoids known as the Ba'ku are first encountered by forces from the United Federation of Planets in 2375.

Outwardly, the Ba'ku resemble humans so closely as to be identical, but their benign and unremarkable appearance hides a fantastic secret.

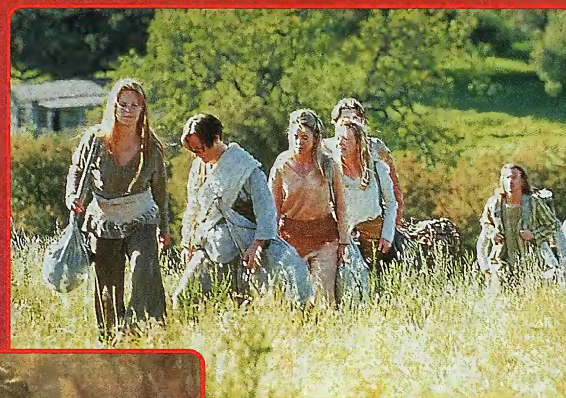
Isolated existence

The dim and distant past of the people who came to call themselves the Ba'ku is largely unknown, and for the most part they seem determined to keep it that way. Their present population numbers a mere 600 men, women, and children, and all dwell within a single village set in the agrarian lands of their home planet. The Ba'ku

world is sequestered deep within a turbulent zone of gas and nebulae, nicknamed the **Briar Patch**, in **Sector 441** of Federation space. What little is known of Ba'ku history comes from information gathered by **Captain Jean-Luc Picard**, who visits their world along with the crew of the **U.S.S. Enterprise NCC-1701-E** during an incident involving the attempted forced relocation of the populace. Picard and his staff uncover seemingly incongruous data about the Ba'ku, which is later clarified by figures in the local hierarchy – the nominal community leaders **Sojef**, **Anij**, and **Tournel**.

According to Sojef, the Ba'ku people originally lived on a distant world where technology had reached a level similar to that of the

▶ *The Ba'ku enjoy a simple and uncomplicated existence in their village, set in the planet's rural region, among rolling hills and golden fields.*



◀ *Children are born to the Ba'ku, but it is likely that because of the race's virtual immortality the population growth is controlled. At present the Ba'ku population consists of 600 people.*



OTHER CARDS IN THIS FILE...

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123 THE SON'A

123A SLAVES OF THE SON'A

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LIVE FOREVER

Immortal gifts

The Ba'ku were originally a small band of travelers who abandoned a world on the verge of technological armageddon, to find a world isolated from outsiders. They colonized the Ba'ku homeworld in the Briar Patch in 2066, and soon noticed the rejuvenating effects of the radiation from the planet's metaphasic rings. Their new home granted them virtual immortality, and they came to appreciate a more serene existence. The Ba'ku also discovered that they had the ability to slow down a moment in time. This is described as a moment of pure perception, when one actually lives within a single moment – observing every detail in slow-motion, from the sound of the wind to the actual movement of light itself.



◀ *The Ba'ku planet is surrounded by metaphasic rings that emit a radiation with amazing rejuvenating properties. These continually regenerate the Ba'ku race's cellular structure.*

▶ *The Ba'ku are almost immortal, but the rejuvenating effects do not begin to act until adulthood. The colonists enjoy a normal childhood.*



▶ *Village leader Anij allows Picard to experience a pure moment. They see the world around them slow down until it is almost frozen in time.*

Designation	The Ba'ku colony world	
Class	M	Quadrant Alpha
Inhabitants	Humanoid	

History The Ba'ku originate from another planet which was threatened with destruction from its own advanced technologies. A small band of travelers left this doomed civilization and settled on the secluded planet in the Briar Patch.

Government The Ba'ku have no formal government, but the authority of the elders is respected, and the village appears to have elected community leaders.

Starship log STAR TREK:
INSURRECTION



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 122

THE BA'KU



OTHER GROUPS
AND RACES

▼ The dress of the Ba'ku villagers reflects their uncluttered lifestyle. Their garments consist of simple robes that appear to be made of a light pastel-colored cotton-type material.



24th-century Federation, but tensions erupted among its peoples, who threatened to use those technologies to destroy one another. A Ba'ku faction sought to escape the impending apocalypse and took a starship to find a new home – one that was secluded and safe. That home was deep within the Briar Patch, a lone **Class-M** planet orbiting a yellow sun whose rings of **metaphasic radiation** produced an

▼ **Ba'ku architecture is unpretentious; its smooth, rounded lines flatter the gentle landscape in which it is set. Buildings are constructed from cool, white stone and feature flat roofs.**



unforeseen rejuvenating effect, reversing and then halting the aging process. The Ba'ku exodus to the Briar Patch took place around the mid-2260's, and since that time they have remained on the planet, eschewing their advanced technologies in favor of a rural lifestyle that is roughly comparable to Renaissance-era Earth.

Thorns in paradise

The Ba'ku fashioned a paradise for themselves, but internal problems and conflicts still developed. Around the mid 2270's, a group of the younger Ba'ku rebelled against the elders' edicts that forbade the use of technology, and the isolationist tenets of the community. They petitioned to learn more about the planets beyond the shielding nebula, and the 'outworlders' who lived there. These youths turned to violence when their pleas were rejected, and attempted a forceful takeover of the Ba'ku village. The revolution failed, and the Ba'ku renegades were exiled by their elders from their

second home. They left using the vessel that had brought them to the planet and also took on a new name, calling themselves the **Son'a**, and became a ruthless group of traders and enslavers.

Decades later, the Son'a approach figures on the **Federation Council** with a proposal to siphon off the metaphasic particles in the Ba'ku planet's rings. This process will help regenerate their decaying bodies and, unknown to the Federation, punish their elders for banishing them; it will also render the planet uninhabitable for generations. Only the timely intervention of Picard and his crew prevents this age-old blood feud from reaching a tragic conclusion.

Shared heritage

On a genetic level, the Ba'ku and Son'a share identical DNA and physiology; however, while the Ba'ku have retained their youthful appearance thanks to the effects of the metaphasic radiation, their estranged relatives have fallen prey to the passage of time, which even their

GALAXY FACTS

▶ On the **U.S.S. Enterprise NCC-1701-E's** first away team visit to the Ba'ku colony world, **Counselor Deanna Troi** is impressed by the remarkably focused and disciplined minds of the village's children.

▶ The rejuvenating effects of the planet's metaphasic rings does not effect the children until they reach maturity.

advanced medical science cannot counteract. As such, their skin appears haggard and gray, in stark contrast to their elders on the planet.

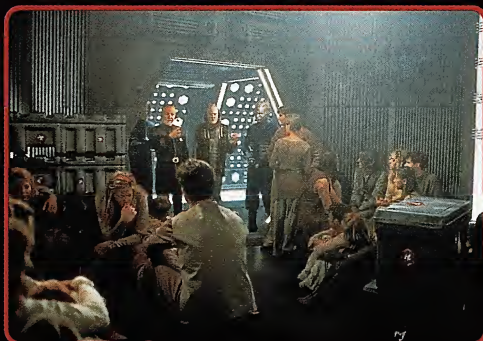
Given the nature of the Ba'ku colony planet in the Briar Patch, and the location of the community village, it seems very likely that the Ba'ku came from a Class-M planet. Their world of origin probably had a similar climate to Earth, with an oxygen-nitrogen atmosphere, and standard gravity and pressure.

The Ba'ku are a people with a sense of themselves, a calm nature, and a level of mental discipline rarely observed in humanoid cultures. They are content to live forever in a state of peace and stability.

THREATENED BY STARFLEET

Under observation

In 2375, the beauty and harmony of the Ba'ku village is disrupted by a group of Starfleet and Son'a observers. The Son'a leader, Ru'afo, and Starfleet's Admiral Dougherty plan to transfer the Ba'ku from their planet aboard a **Holoship** and relocate the unsuspecting villagers on another world. This would allow the Son'a and the Federation to siphon off rejuvenating particles from the planet's metaphasic rings. Dougherty tells Picard that the Federation Council has authorized the relocation. Fortunately, the android Starfleet officer, Lt. Commander Data, learns of these plans and reveals the Starfleet observers to the Ba'ku. The **U.S.S. Enterprise NCC-1701-E** arrives soon after learning of Data's so-called 'malfunction,' and Captain Picard and his crew join their android colleague in saving the Ba'ku from the Son'a.



▶ Starfleet observers patrol the Ba'ku village wearing specialized isolation suits which conceal them from the inhabitants. Starfleet uses these methods when observing pre-warp societies, unaware that the Ba'ku have knowledge of such technology but choose not to use it.



▶ Despite a brave escape attempt by the Ba'ku villagers and the senior crew of the **U.S.S. ENTERPRISE**, the Son'a still capture many of the colonists.

▶ The Ba'ku initially distrust Data – he is the personification of technology, which they have rejected – but they learn to trust him after he helps to save them.



STAR SYSTEMS

The Guide to the STAR TREK Galaxy

FILE 4 CARD 13

THE BA'KU COLONY



STAR SYSTEMS

Isolated within the dense region of space known as the Briar Patch, the Ba'ku colony world is a veritable paradise. The planet bestows a unique, extremely valuable gift on its occupants.

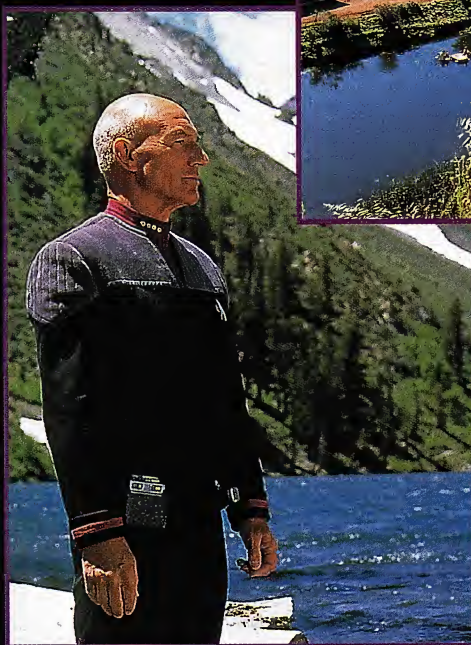
The home planet of the humanoid race known as the Ba'ku is in fact a colony; the location and exact nature of the world on which they originated is unknown. A group of Ba'ku, escaping what they believed to be the end of their culture, traveled out into space around 2066, seeking a new world on which to live and end their reliance on technology. The planet on which they finally settled was a perfect choice for this peaceful community.

Earth-like

The Ba'ku planet is an Earth-like, **Class-M** world, the only apparent planet in a system that orbits a yellow, medium-sized,

main sequence **G-type** star. The planet possesses a breathable oxygen-nitrogen atmosphere at a standard pressure bearable for most humanoids, and comparable gravity of around 1.0 g.

Seen from orbit, the Ba'ku world resembles planet Earth in many ways, being a blue-green sphere with several continental land masses and oceans, partially covered with an atmosphere of white clouds. The planet has no moons, but a double band of rings surrounds the equator. Formed from extremely fine particles of cosmic dust and gaseous matter, the rings are highly energized by local **metaphasic radiation**.



▲ Captain Picard stands beside the lake near the Ba'ku village. The blue waters, lush green vegetation, and snow-capped mountains are enough to inspire awe even in the veteran Starfleet officer.



▲ The Ba'ku colony village is a haven of tranquillity. The surrounding area provides the inhabitants with all they need to survive without any form of technology.

OTHER CARDS IN THIS FILE...

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ISOLATED WORLD

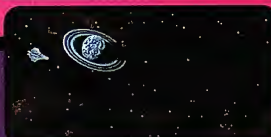
Hidden away

Since arriving on their planet, the Ba'ku people have successfully built a life for themselves without technology. The village is of a simple, yet aesthetically pleasing design, while fields of crops are tended by hand, although an irrigation system has been put into place. Due to the extended lifespan of the Ba'ku, young apprentices are able to spend a great deal of time – up to 30 years – on mastering their studies, including fine needlework. After successfully completing their training, some of the apprentices are allowed to join the village's artisans. Younger children are allowed the freedom of playing safely in the surrounding area.

▼ The colony world is a lush, **Class-M** planet. From orbit, it looks similar to Earth, with large land masses and wide oceans. Gentle white clouds swirl above the planet's blue-green surface.



▶ The Ba'ku villagers live in an idyllic location in a beautiful valley, surrounded by rolling hills. In 2375, the colonists are forced to evacuate their homes.



▲ The Ba'ku colony is located in the middle of the inhospitable Briar Patch, away from most major trade routes. This has ensured that the settlers have remained isolated.

Planet	Ba'ku colony world
Class	M
Quadrant	Alpha
Location	Sector 441
Native Name	Ba'ku
Surface	Earth-like, featuring gentle landscapes and numerous bodies of water.
Life Forms	Approximately 600 humanoids, large species of mammal, and small, domesticated 'palm-pets'.
Climate	Warm, fresh.
Important Features	Metaphasic radiation in the rings surrounding the planet constantly rejuvenates the genetic structure of living beings. Mountainous regions feature heavy deposits of the mineral kelbonite.
STARSHIP LOG	STAR TREK: INSURRECTION



▼ The Ba'ku colony world is home to many animals, including small creatures called palm-pets. It is not known if these are indigenous or were brought with the original settlers.



▼ To aid them in the transportation of heavy or bulky items, such as crops or wares for the market, the Ba'ku enlist the aid of large domesticated animals.



▲ The architectural design of the Ba'ku structures is timeless in style, and the earthy textures and colors complement the surrounding landscape.

▶ The landscape surrounding the Ba'ku village is made up of gently rolling hills, streams of clear, pure water, and numerous forms of wild, indigenous plant life.



The Guide to the STAR TREK Galaxy

FILE 4 CARD 13

THE BA'KU COLONY



STAR SYSTEMS



STAR SYSTEMS

The planet and its star exist in the midst of an area nicknamed the **Briar Patch** by **Starfleet** cartographers. This extends across several cubic light years and is filled with the remnants of supernovas, proto-planetary debris, and pockets of **metreon gas**. The formation of a **Class-M** world in such an area as this is a highly unusual occurrence. The metaphasic radiation common to the Briar Patch has a number of ancillary effects, such as blocking **subspace** transmissions and adversely affecting starships traveling at high impulse speeds. Its extreme concentration in the rings about the Ba'ku planet has an even more radical result: exposure to the radiation field produces a regenerative effect in humanoid that affects

the aging process. Brief periods of exposure produce a sense of euphoria and wellbeing akin to that experienced in human adolescence, longer periods, from months to years, leads to a gentle slowing of the aging process until a point of equilibrium is reached. The radiation does not have any effect until a subject has reached physical maturity, perhaps due to the instability in the hormonal changes of a growing child.

Humanoids given time to adjust to the radiation, can live for centuries; many of the Ba'ku on the planet are over 300 years old by standard reckoning.

Surrounded by rings

The rings around the planet are a permanent fixture and are directly related to the planet's ecosystem, which, if the metaphasic effects extend to all life on its surface, must exist in a state of extreme stability. As such, any attempts to disperse or siphon the metaphasic particles from the rings would be catastrophic, causing an intense thermolytic reaction that would render the planet uninhabitable for generations.

GALAXY FACTS

▶ In spite of the limited technological resources at their disposal, the Ba'ku have successfully built a dam across the lake.

▶ The Ba'ku have learned the extraordinary ability to hold themselves in a moment, as if stopping time.

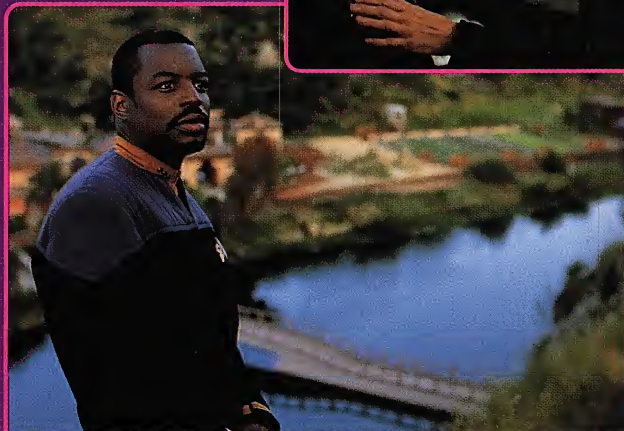
The Ba'ku have made their home on a riverside flood plain, amid the foothills at the base of a range of mountains. Their community's location is in a region some distance above the equator, in a temperate, arboreal zone. Considering the amount of vegetation in the area, rainfall is likely to be infrequent but constant for the needs of the ecosystem. The presence of an irrigation system in the Ba'ku village indicates the need to add water to the soil to encourage agricultural planting on a large scale. Local resources, such as wood, stone, and other minerals, are abundant and relatively simple to harvest. Notably, the planet has a high concentration of the ore **kelbonite** in its mountainous regions; used by some races as shielding material, kelbonite's atomic structure is particularly resistant to **transporter** devices and can block their operations.

HEALING PROPERTIES

Regained youth

The rejuvenating properties of the metaphasic radiation are a miracle of nature, continuously regenerating the genetic structure of whoever is exposed to them. Upon arriving at the Ba'ku world, many of the U.S.S. *Enterprise* NCC-1701-E crew notice such changes; Lt. Commander Worf begins to experience Jak'tahla, the Klingon variation of puberty, while Commander Riker and Counselor Troi rediscover their love for one another. Even more significantly, Lt. Commander La Forge gains the use of his eyes, following a lifetime of blindness.

▼ After years of relying on technology to allow him to see, Lt. Commander La Forge is finally able to watch a sunrise with his own eyes, courtesy of the metaphasic radiation.



▶ When the regeneration of La Forge's optic nerves becomes evident, Dr. Crusher removes the chief engineer's implants and he sees through new eyes.

▼ Commander Riker remarks that his newly shaven chin is as "smooth as an android's bottom." Data disputes this claim.





SHIP:

U.S.S. ENTERPRISE NCC-1701-E

SYSTEM:

LIBRARY

FUNCTION:

DATA RETRIEVAL AND RESEARCH

Starfleet's new **Sovereign**-class vessels not only incorporate state-of-the-art equipment and systems, but also use the available space to include facilities for the crew which may not have existed on previous **Federation** vessels. As such, the **U.S.S. Enterprise NCC-1701-E** includes a central library facility solely dedicated to the easy retrieval and display of information in a quiet atmosphere conducive to study and research.

Information and data from the **Library Computer Access Retrieval System**, or **LCARS** for short, can be tapped into from any console throughout the ship via the **Optical Data Network**, or even uploaded onto a **PADD** or **tricorder**. The visual displays for these units, however, are often very small, so the amount of data displayed on them is limited. The library room, while compact in design, incorporates a number of specifically designed displays that are able to show extensive amounts of data and cross-referenced material for a crew member to study simultaneously.

Unlike many of the duty stations on which information is often called up, the *Enterprise* library does not have the distractions of other crew members walking around, nor is it designed to be a monitoring station for systems and ship's functions. The background noise has been deliberately reduced to a minimum in order to reduce distractions and aid concentration; every member of the ship's crew, from first officer down to the lowliest enlisted personnel, must respect the need for quiet and converse in lowered tones so as not to disturb those studying.

Maximized space

Any shipboard library is small in comparison to other Federation research facilities, such as the huge library located on the planetoid **Memory Alpha**. Care and consideration in the design and use of space in the *Enterprise's* library has ensured, however, that a number of people can work there comfortably at any one time. The periphery of the room is lined with a

number of discreet consoles, some of which are separated by a large, supporting, metallic gray bulkhead that runs from floor to ceiling and has a patterned grille effect inside its broad width. The entire room is based on a single level, without any stepped or raised areas. Each of the outer stations comprises a number of large rectangular screens set into a flat bulkhead wall, accompanied by a comfortable chair.

Research facilities

Controls for the library's viewscreens are set into a console that angles upward toward the screens, allowing the standard Starfleet touch-sensitive controls to be easily accessed. Any relevant information that may be found stored on the enormous Starfleet database can be transferred to other onboard stations, sections, or recording devices for later use. The lighting has been deliberately positioned to create a soft, almost subdued hue that prevents glare on the large number of viewscreens and aids concentration. The upper part of the bulkhead walls above the library viewscreens consist of flat, light brown panels angled upward and inward toward the ceiling; concealed lighting is set into them. A bank of brighter, rectangular, diffuse white lamps set into darker frames form a border between these panels and the large number of screens directly below.

In the center of the library is the main data console, which stands alone with the other stations arranged around it. There is not a great deal of room available; users almost have to squeeze into the workstation, which consists of a fixed chair in front of an oversized, backward tilting viewscreen. It is nevertheless adequately comfortable and provides a commanding view of the data that can be presented concurrently on the easy-to-use display. The right hand side of the console has a partition raised to approximately one meter from deck level and is quite thick, allowing a second person to lean on it while reading the information presented on the



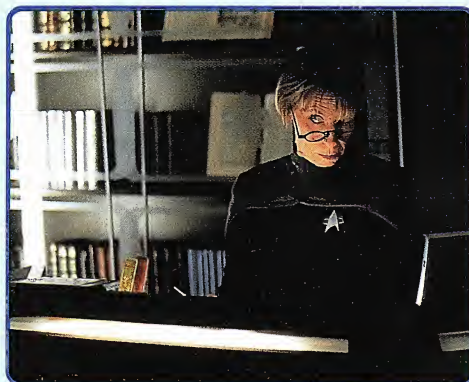
▲ The design of the **U.S.S. ENTERPRISE's** library makes the most of the facility's limited space. Wall-mounted units are ideal for private study, or else personnel can sit comfortably at an inner row of workstations.

multisectional screen. Researchers usually work alone, however.

In common with all Starfleet touch sensitive screens, this larger unit can be reconfigured according to its use. In addition, the library unit can split itself into three unequally sized areas, with the left hand column used to control or call up data required for display. The center column relays textual information in a scrolling format, illuminating items of particular interest in luminescent white to draw attention to them. This data corresponds to animated graphic information that can be displayed at the same time on the right hand column, which also shows the current status of the library system and any other data that may be available.

Knowledge equals success

Designed as a specific place for study, the *Enterprise* library room acts as both a repository for knowledge and a vital research facility for crew members embarking on any kind of project, away mission, or diplomatic meeting. With the Starfleet database in a constant state of development and revision, a few careful hours of background research spent inside this facility could make the difference between the success and failure of a mission.



▲ A research officer, or librarian, is appointed to oversee the general day-to-day management of the central library facility's vast amounts of data.



▲ Each work station in the library comprises a comfortable chair facing a desk equipped with a small monitor screen, on which data can be easily read.



▲ The library holds many old-fashioned, printed volumes as well as data retrieval posts. Some of the books are displayed behind small glass panels.

U.S.S. ENTERPRISE NCC-1701-E: LIBRARY



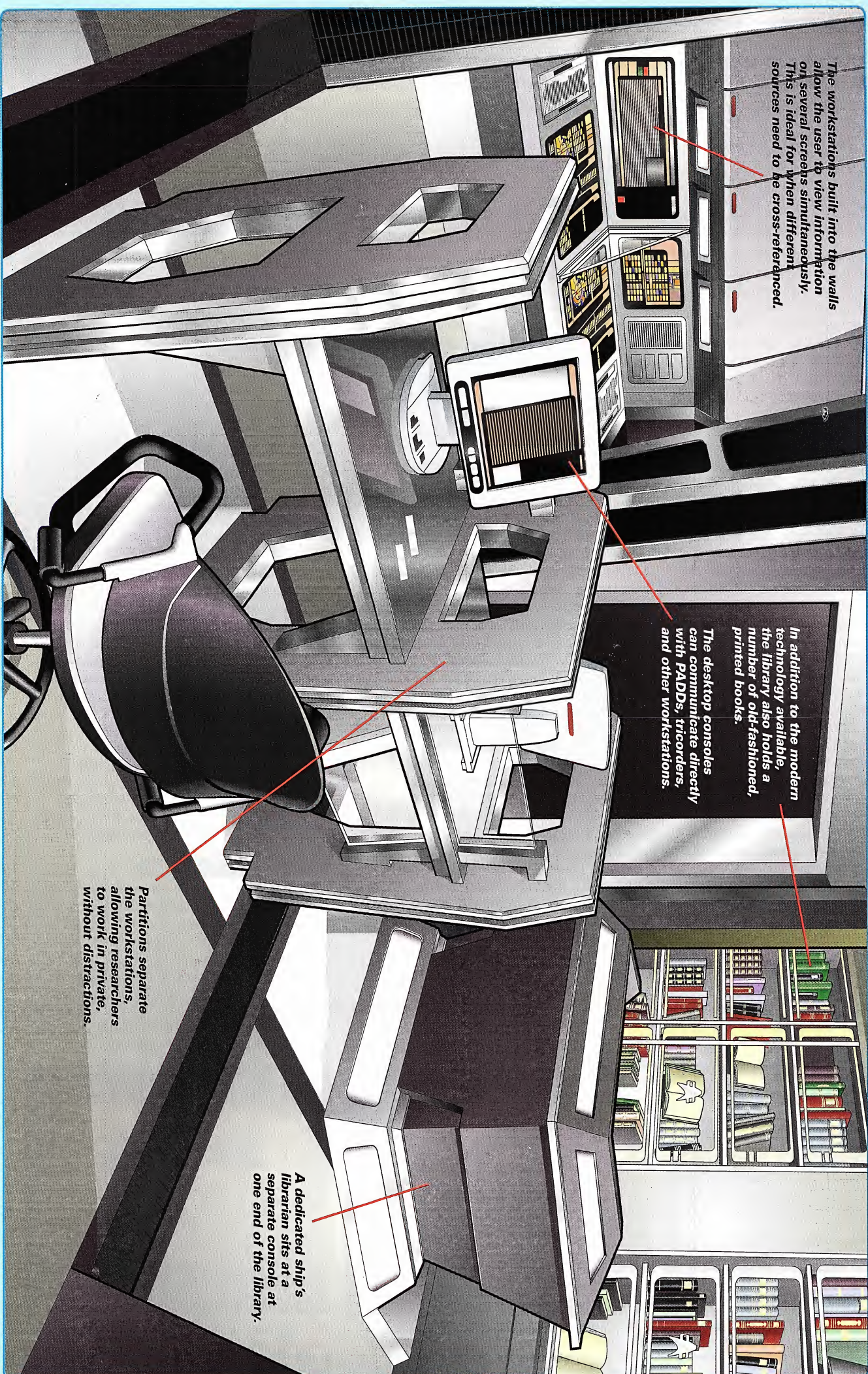
The workstations built into the walls allow the user to view information on several screens simultaneously. This is ideal for when different sources need to be cross-referenced.

In addition to the modern technology available, the library also holds a number of old-fashioned, printed books.

The desktop consoles can communicate directly with PADDs, tricorders, and other workstations.

Partitions separate the workstations, allowing researchers to work in private, without distractions.

A dedicated ship's librarian sits at a separate console at one end of the library.



Admiral Matthew Dougherty

Starfleet's Admiral Dougherty's admirable intention of serving the greater good by harvesting the Ba'ku colony world's metaphasic radiation is sadly undermined when he enters into a partnership with the immoral Son'a.

To reach the rank of admiral, as **Matthew Dougherty** has, one must demonstrate outstanding technical knowledge, leadership ability, and strategic vision. One should also possess an unwavering commitment to the ideals of the **United Federation of Planets**, especially the **Prime Directive**. Unfortunately, even the best officers can be seduced away from their principles by the prospect of personal gain, and a misguided sense of what constitutes the "greater good." Admiral Dougherty is an excellent example of both the competence demanded of **Starfleet's** highest officers, and how easy it is to betray one's most dearly held beliefs.

Dougherty is the ranking Starfleet officer for a joint Federation-Son'a covert observation project. On the surface, this is simply a mission to monitor the

Ba'ku colony world, located in **Sector 441** in a part of space known as the **Briar Patch**. Underlying this ostensible scientific mission, however, is a much darker purpose. The Federation has supplied a **Holoship**, equipped with extensive holographic projectors, to transport the 600 colonists off their world without their knowledge, in order to harvest the planet's **metaphasic particles** for the health needs of both the Federation and Son'a.

By the book

One of the admiral's strongest traits is his insistence that things be done in a proper fashion. Protocols, procedures, and regulations are the tools with which he works. If the **Federation Council** had not approved the **duck blind** project, it is unlikely that Dougherty would have taken the initiative to do it on his own; he appears to function best within the

PROFILE ON AN ADMIRAL

NAME: Matthew Dougherty

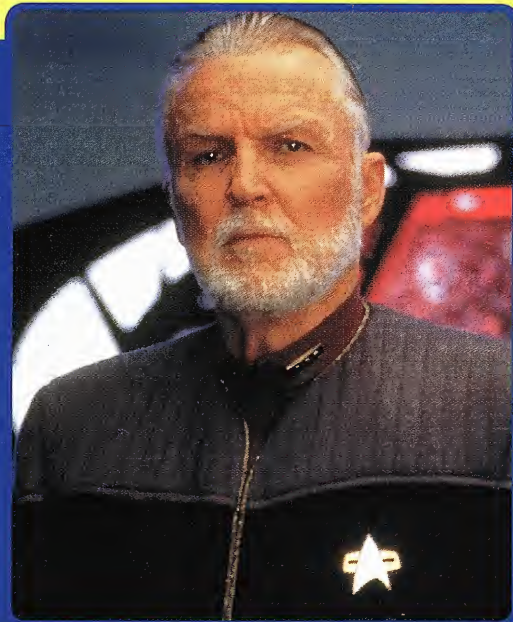
LIFE FORM: Human male

RANK: Admiral

MISSION: The Federation assign Dougherty to oversee the joint Federation-Son'a project in the Briar Patch, including the forced relocation of the Ba'ku via a **Holoship**.

PREVIOUS RECORD: Starfleet records reveal that the admiral did not always act in accord with the Prime Directive.

FIRST SEEN: STAR TREK: INSURRECTION



▲ Admiral Dougherty is corrupted by the Federation's new allies, the Son'a, and becomes involved in a project to steal an entire planet from the peaceful Ba'ku.

★ Allies

Admiral Dougherty coordinates the entire project, holding joint command with Ahdar Ru'afo, the commander of the Son'a.

★ Code of ethics

Admiral Dougherty manages to resist Ahdar Ru'afo's offer of a face stretching session, with the Son'a's slave girls.

WORKING WITH THE ENEMY



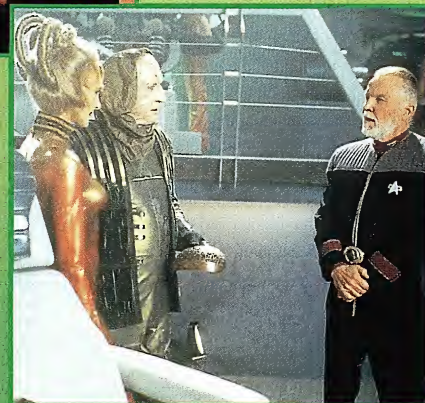
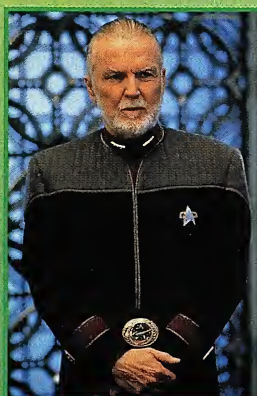
★ Uneasy partnership

It appears as if Dougherty is sometimes uncomfortable among the Son'a and their slave races, but he believes he is acting in the Federation's best interest.

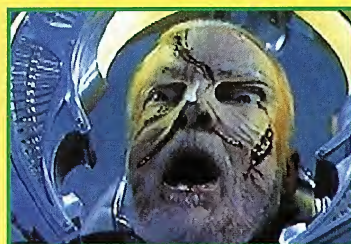
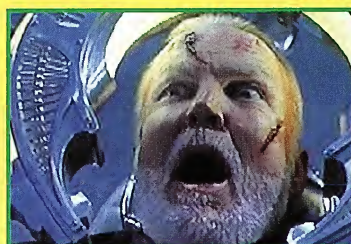


★ Cover up

Dougherty hides the true intent of the Federation-Son'a mission from Captain Picard when he contacts the U.S.S. ENTERPRISE for the schematics of his android officer, Data.



Admiral Matthew Dougherty



★ Liability

Unwilling to see his dreams of revenge thwarted, Ru'afo gives Dougherty a taste of the face-stretching technology the admiral has so far rejected.

hierarchy of Starfleet. His use of authority is not always overt; the admiral can subtly remind a subordinate of the power he wields.

Dougherty would prefer to negotiate rather than fight, even when those around him think discussion is futile, but he does not hesitate to take decisive action if the occasion demands an immediate response. When a seemingly malfunctioning **Lt. Commander Data** reveals the Federation-Son'a duck blind, for example, Dougherty's first reaction is to contact the **U.S.S. Enterprise NCC-1701-E** for the android's schematics. He allows **Captain Jean-Luc Picard** 12 hours in which to capture Data, but also makes plans to call in Son'a reinforcements should his Starfleet colleagues fail. Dougherty is also reluctant to come into conflict with his fellow officers. When Picard learns about the *Holoship*, the admiral speaks to him privately, explaining the reasons behind the project and the benefits it could bring to millions of Federation citizens. Even after the captain has defied him and been detained in a Son'a holding cell, Dougherty still hopes that talk will bring Picard over to his point of view.

Within the limits of his orders

★ Consequences

The misguided admiral pays the ultimate price for finally sticking to the Federation's principles. He dies instantly as he is literally torn apart.

and protocols, Dougherty can show compassion. When **Ru'afo** wants to speed up the harvesting of the metaphasic particles, the admiral insists that the Ba'ku be protected from unnecessary risk. He is also conscious of the fact that if people are hurt, support for the project will vanish.

Pragmatic

Dougherty probably would describe himself as a "realist." He does not like the Son'a and agrees with Picard that they are little more

★ Betrayal

When Admiral Dougherty begins to have doubts about the Federation's alliance with the Son'a, Ahdar Ru'afo forces him into a face-stretching chair.

than petty thugs, but believes that in the face of the **Borg** and **Dominion** threats the Federation needs all the allies it can get.

It is possible that the personal benefits of the metaphasic particles also cloud his judgment, as the lure of eternal youth would tempt most people. His sense of right and wrong, however, forbids him from taking advantage of such benefits until they can be shared with all the Federation's citizens, reinforcing the fact that the admiral believes he is working for the greater good.

Means justify the ends

Dougherty's personal ethics do not prevent him from using deception in order to accomplish his ends, however. After Picard brings the renegade android **Data** into custody, the admiral informs the captain that he plans to stay in the Briar Patch for a few days to tie up loose ends. These 'loose ends' are the mobilization of the *Holoship* to evacuate the Ba'ku, and the destruction of the planet itself.

At first, Dougherty tries to justify the decision to transport the Ba'ku colonists, claiming that they are not indigenous to the planet – relocating them to another world would merely restore them to a

"normal course of evolution."

Later, Dougherty takes this a step further. When **Ru'afo** announces his intention to send ships to destroy the *Enterprise*, the admiral gives his consent, afraid that if the starship contacts the Federation Council the project will end. Still claiming that his actions are for the good of the Federation, he orders the destruction of a Starfleet ship.

Too little, too late

The tragedy is that Dougherty's own desires blind him to the true motivations of the Son'a. Picard informs him that the Son'a and Ba'ku are of the same race and accuses the admiral of drawing the Federation into the middle of a blood feud. To his credit, when Dougherty realizes the full extent of the situation he tries to abort the Ba'ku evacuation; unfortunately his change of heart comes too late. **Ru'afo** sees the admiral's prevarication as a threat and attacks him, throwing him through plate glass, and forcing Dougherty into one of the Son'a treatment chairs. The chair stretches the admiral's facial tissues, killing him instantly.

Starfleet records will show that Dougherty did not always adhere to the Prime Directive or the code he swore to follow, but they will also show a man whose previous career made him worthy of the rank that he held. A man who, at the very end, took the right course of action, even though it cost him his life.

"There are 600 people down there. We'll be able to use the regenerative properties of this radiation to help billions."

— Admiral Dougherty

NECESSARY EVIL

Compromises

Admiral Dougherty believes he is loyal to the Federation, but his loyalty is perhaps a little too zealous. In 2375, he sacrifices the Federation's most sacred principle – the Prime Directive – for what he believes is the greater good. Dougherty allies himself with the nomadic pirate race, the Son'a, and their plot to relocate the Ba'ku. The admiral justifies the ethics of such an act by claiming that the metaphasic particles of the Ba'ku colony world will greatly benefit all the citizens of the Federation, and that Starfleet needs as many friends as it can find – even the dubious Son'a – in light of the threats posed by the Dominion and the Borg.



★ Temptation

The rank of admiral is rarely given to officers in their youth, and Dougherty is no doubt tempted by the promise of rejuvenation.

▼ Justification

Admiral Dougherty tries to justify his involvement with the Son'a's relocation plan by claiming it represents the lesser of two evils.



Ahdar Ru'afo

A driven and ruthless leader, Ahdar Ru'afo has poured all of his energies into possessing the rejuvenating metaphasic qualities of the Ba'ku colony world, no matter what the cost.

Being born on such an idyllic planet as the **Ba'ku colony world** would be a dream come true for most people. For a young man named **Ro'tin**, however, who longed for the ways of the 'offland,' it felt like a prison. With his friend **Gal'na** and a group of other youths, Ro'tin attempted to take over the peaceful planet, but the coup failed, and the revolutionaries were exiled.

Paradise lost

To the young man, who renamed himself **Ru'afo**, it seemed that the rebels had been sent off to slowly die. Ru'afo refused to simply vanish, however, and instead led his group of followers to a new world. Over the following years, Ru'afo and his people found some measure of success in the Galaxy, although their ruthless tactics included the conquest of two primitive

racers, the **Tarlac** and the **Ellora**. Now calling themselves the **Son'a**, Ru'afo's people achieved their goal of commanding technology by developing scientific breakthroughs that even the **Federation** cannot match.

One hundred years after the failed coup, Ru'afo is the Son'a officer in charge of a combined Federation-Son'a project to exploit the **metaphasic particles** that have bestowed virtual immortality on the Ba'ku. Ru'afo has paid a terrible price for all the years he has spent away from the Ba'ku world's lifegiving properties, however: his body is literally falling apart. To preserve his features, Ru'afo submits to painful skin-stretching sessions. Genetic manipulation is also used, although that too has its limits, and Ru'afo's body is now producing too many toxins for the procedure to have any significant effect. Even if he were to return to

PROFILE ON RU'AFO

NAME: Ru'afo

LIFE FORM: Son'a male

OCCUPATION: Commander — or ahdar — of the Son'a fleet. Ru'afo is intent on harvesting the incredible regenerative qualities of the Ba'ku colony world's metaphasic radiation.

HISTORY: Ru'afo was exiled from Ba'ku society for an attempted coup.

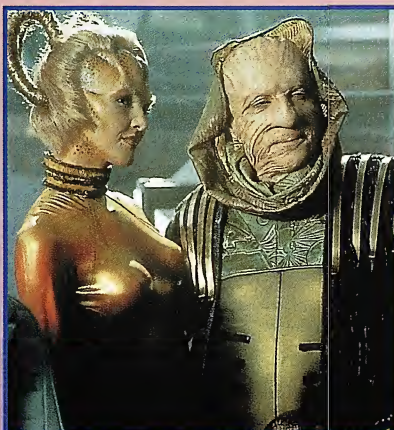
STATE OF HEALTH: Ru'afo's physical condition is in a state of deterioration. He constantly undergoes facial stretching and genetic manipulation techniques in an effort to extend his lifespan.

FIRST SEEN: STAR TREK: INSURRECTION



▲ Ru'afo's features have been warped by many years of extreme — and painful — flesh-stretching sessions. His desire for revenge, and lust for the immortality possessed by the Ba'ku, remain undiminished by the passage of time.

FACE OF THE ENEMY



★ Enjoying the benefits

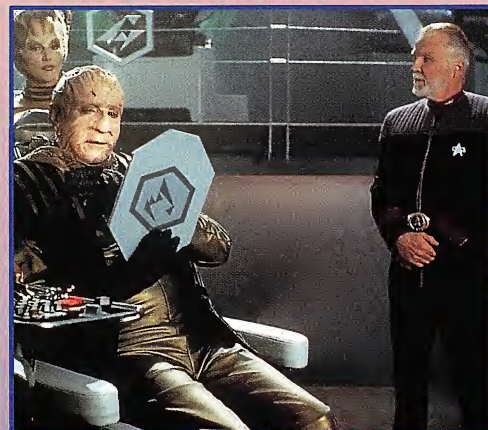
Ru'afo enjoys the attentions of pretty Ellora assistants during his numerous flesh stretching sessions.

★ Scheming

Ru'afo and Gallatin have planned their revenge on the Ba'ku ever since they were exiled for rebelling against the ordered society.

★ Revelation

Ru'afo's true origins as Ro'tin, one of the exiled Ba'ku, comes as a startling shock to the village leader Sojef and other captured Ba'ku.



★ Taking pride in his appearance

Following each of his surgical procedures, Ru'afo takes time to examine the latest efforts of the Elloras' skills.



OTHER CARDS IN THIS FILE...

8 ANIJ
10 VES ALKAR

SEE OTHER FILES...

OTHER GROUPS
& RACES File 18
STAR TREK:
INSURRECTION..... File 80

Ahdar Ru'afo



★ Surprising strength

In spite of his deteriorating physical condition, Ru'afo swiftly overpowers Admiral Dougherty in a sudden attack.



the Ba'ku planet, it would take at least 10 years of exposure to reverse his condition – time he does not have.

To most of the participants in the joint project, the aim is to observe the Ba'ku colonists, but darker objectives lurk behind the mission. **Ru'afo** and **Admiral Matthew Dougherty** plan to covertly transport the Ba'ku off the planet, using a **Holoship** to simulate the colony setting. Son'a technology will then collect the

★ Broken alliance

Admiral Dougherty's doubts over the continuation of the mission to harvest the metaphasic radiation angers Ru'afo, who decides to end his alliance with Starfleet.



★ Death of an Admiral

Having already inflicted severe injuries upon the admiral, Ru'afo lifts Dougherty onto a surgical table and engages the flesh-stretching controls.

metaphasic particles, making the planet uninhabitable for centuries. With his elders deprived of their fountain of youth, and the planet rendered barren, Ru'afo will have exacted his revenge against the Ba'ku and restored the health that exile took away.

No mercy

To carry out his plan, Ru'afo is willing to kill anyone and destroy anything that stands in his way. He is infuriated when **Lt. Commander Data** attacks the **Son'a Mission Scout Ship**, and strongly advocates having the android destroyed. When **Captain Jean-Luc Picard** protests against the evacuation and refuses to release Son'a crewmen, Ru'afo also threatens to destroy the **Enterprise**, sending ships to intercept the starship before it can deliver a warning to the **Federation Council**. After taking Picard into

custody, Ru'afo demands that the captain be placed in a section of the ship that has no shielding from a deadly **thermolytic** reaction.

Ru'afo is impatient to see the fruits of his revenge, and often vents his frustration that Admiral Dougherty's concern for protocol is slowing down the project. When the Ba'ku colonists scatter and try to evade transportation off their planet, Ru'afo is annoyed that the process of tagging them will take so long. He has little respect for his mission partners, pointing out that the **Borg**, the **Dominion**, and other forces have recently attacked the Federation because they know that it is 'old' and they sense death.

Determined leader

Ru'afo's strengths underline the man he could have been if revenge had not warped his character. He commands the unquestioning loyalty of his crew, and possesses an iron-willed determination to succeed.

His bitter need for revenge is not fully shared by those around him. His once-close friend Gal'na, now known as **Gallatin**, chooses to aid

Picard, and when Dougherty decides to abort the project, Ru'afo's anger erupts into physical fury. Despite his declining health, Ru'afo is still far stronger than his opponent, and, after murdering Dougherty in cold blood, he returns to his men stating that, "The admiral will not be joining us for dinner."

Ru'afo is initially delighted that the **Son'a Collector Ship** operates as predicted by his simulations, unaware that he is being deceived by the same holographic ruse that he wanted to use on the Ba'ku. By the time he realizes he has been duped, it is too late to prevent Gallatin and Captain Picard from shutting down the **Collector**.

Unwilling to let his dreams of revenge die, Ru'afo beams aboard the **Collector**, intending to operate it manually. His obsession keeps him focused on that goal, but Picard still manages to initiate the vessel's destruction. The **Enterprise transporters** beam Picard away from danger, but Ru'afo is not so lucky; he perishes in the same inferno that destroys his means of revenge.

"This mission has been one Federation blunder after another."

— Ahdar Ru'afo



★ Fighting back

Ru'afo is quick to use force to achieve his goals, and even fires on the Federation officers who are meant to be his allies.



★ Grisly end

The Son'a leader meets his match in Captain Picard and plunges to his death aboard the COLLECTOR SHIP.

CHANGING LOYALTIES

Betrayed

As Ru'afo's second-in-command, Gallatin is heavily involved in the mission to harvest the metaphasic particles surrounding the Ba'ku colony world, and is the highest-ranking Son'a in the hidden observation station. Later on in the mission, Gallatin returns to the **Son'a Mission Scout Ship**, where he comes to regret the events he has helped set in motion and decides to aid Captain Picard in bringing an end to Ru'afo's plan. By providing Picard with information about the **Son'a Collector Ship's** self-destruct system, Gallatin consigns his old friend to death.

▶ Seeds of doubts

Even Gallatin, Ru'afo's oldest friend and comrade, is not blind to the fact that the ahdar is consumed by the need for revenge.

▶ Old friends

Following their exile from the Ba'ku world, Subahdar Gallatin has stood by Ru'afo, trusting his judgment in all aspects of their vengeful plan.



Starfleet Dress Uniforms: 2375

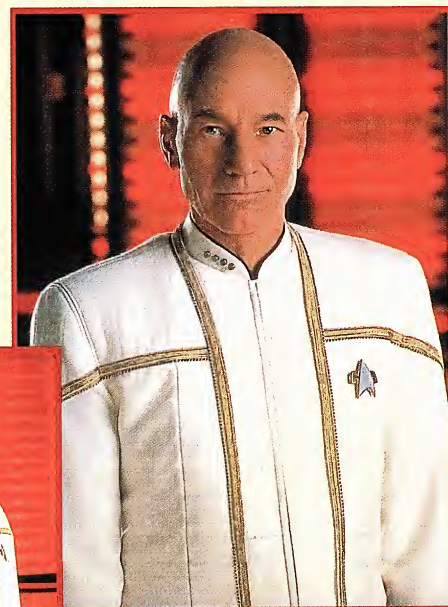
The **Starfleet** dress uniform of 2375 is sleek and elegant in style, based on a simple design and heavily accessorized with gold braiding. This formal attire is worn by personnel when attending diplomatic functions such as formal banquets held to welcome new races into the **Federation**.

The duties of a **Starfleet** officer go further than the day-to-day running of a starship, or routine away missions. In the interests of diplomacy, personnel must occasionally attend formal functions and act as official representatives of the **Federation**. For such events, Starfleet officers wear a dress uniform similar to the design of their duty uniforms. Between 2360 and 2365, the dress uniform features a long, braided tunic over black trousers. In 2366, this changes to a shorter braided tunic over black trousers. By 2375, the Starfleet dress uniform evolves once again into a more sophisticated and, perhaps, more comfortable design than that of its predecessors.

Elegant simplicity

The new outfit consists of a short, waist-length white jacket, worn open over the top of a shirt and with black trousers. The design is far more tailored, while still giving the appearance of being

streamlined and seamless. The fabric appears to be quite light, and both the shirt and jacket are collarless, making the suit comfortable to wear even at the most crowded of receptions. The tailored cut of the jacket is achieved with strong but simple lines: the shoulders are broad and the front of the garment tapers down at an angle, creating a triangular shape just below the hips. Gold braiding accessorizes the jacket along the length of the front seam, which is worn open. A horizontal gold line also runs just above breast height around the jacket, joining on either side of the arms beneath



▲ Senior ranking officers such as the captain wear white undershirts to match their jackets, and their duty division is indicated by a thin band around the neck.

◀ The overall design of the dress uniform is quite basic, comprising a white jacket over a collarless shirt and black trousers.

ADMIRAL

As worn by
William Ross



CAPTAIN

As worn by
Jean-Luc Picard

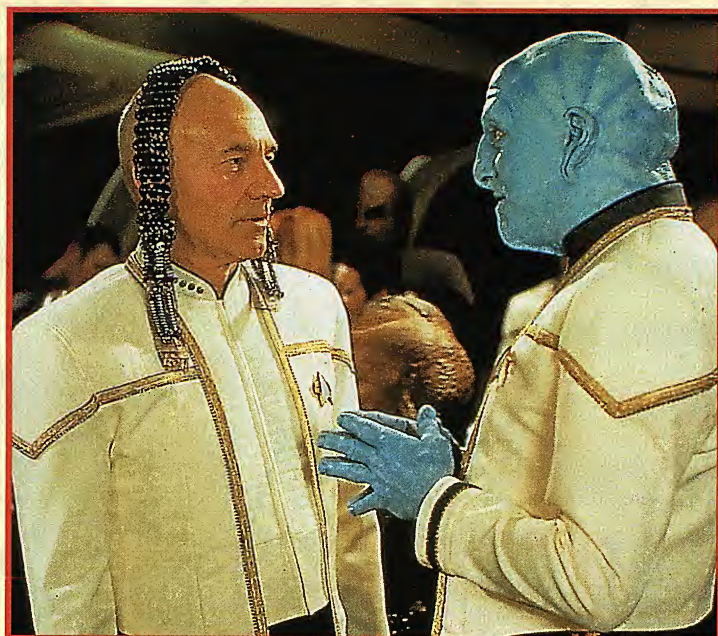


OFFICERS

As worn by
Julian Bashir



Starfleet Dress Uniforms: 2375



▲ The beautifully tailored Starfleet dress uniforms helps Captain Picard preserve his dignity even when he is expected to wear an alien headpiece.

the shoulders in a triangular point. The cuffs feature a rank designator band; a gold stripe runs down the side of the black trousers.

The undershirt is secured at the front, although any fastenings are disguised with a length of fabric, again creating a seamless effect. The shirt length reaches waist level and the fabric features horizontal

ribbing across the torso. Shirts are a dark navy. The elaborate style of the upper garment is perfectly complimented by the simple black trousers and standard black boots. Altogether, the suit is elegant and smart.

Starfleet accessories

As with the duty uniforms, the dress uniform features a combadge in the shape of Starfleet's delta insignia on the left breast, while rank pins are worn on both



▶ The dress uniform appears to be standard for both male and female staff, regardless of rank.

▶ Dr. Bashir wears a dress uniform at a reception held en route to Romulus. The single blue band around his sleeve cuff indicates his duty division.



▶ The 2375 dress uniforms look comfortable to wear, but Dr. Crusher notes that Captain Picard has difficulty fitting his neck into the collar line.

sides of the collar by admirals, and on the right only by other officers.

The dress uniform is required for various events including diplomatic receptions, the inauguration of new races into the Federation, formal dinners, or official functions such as the annual Admiral's Banquet. The U.S.S. Enterprise NCC-1701-E crew, for example, don their dress uniforms for a banquet to welcome Regent Cuzar and her people into the



Federation. Similarly, Deep Space Nine's Dr. Julian Bashir and Admiral William Ross wear their Starfleet dress uniforms when they attend a diplomatic reception en route to Romulus.

ENTER THE EVORA

Inauguration banquet

In 2375, the Federation is still reeling from the losses it has incurred from the Borg and the Dominion – and such threats still loom ominously on the horizon. During those unsettled times, new allies are readily welcomed, even those that are far less technologically advanced. The Evora, for example, are welcomed as a protectorate by the Federation Council only a year after their civilization achieves warp technology. The inauguration ceremony is held on board the U.S.S. Enterprise NCC-1701-E and attended by the crew wearing their Starfleet dress uniforms. All of the alien delegation are greeted by Picard with a welcoming phrase from their own native tongue – “Yew-cheen chef-faw.” In turn, the regent responds by placing a braided black headpiece on the captain's skull, in accordance with her people's traditions.

Regent Cuzar's homeworld is a Class-M planet, with a population of approximately 300 million. Her people's friendly demeanour appears to reflect their leader's own benign and friendly disposition. The race obviously value tradition highly, illustrating the importance of formal occasions and the need for Starfleet to be able to host such events. Regent Cuzar reacts warmly to Picard, and looks forward to sharing a dance with him.



▶ The inauguration ceremony held on board the U.S.S. ENTERPRISE welcomes an alien delegation of eight. Regent Cuzar is rarely seen alone, and is usually surrounded by aides.



▶ Regent Cuzar's costume is similar in style to Earth's old Elizabethan dresses, with a long skirt and wide, flared collar.

▶ Cuzar's aides gather round her and Picard, bowing their heads as the regent places a ceremonial black headpiece on the captain's head.



STAR TREK: INSURRECTION Part 1

In a hazardous region of space known colloquially as the Briar Patch, the Ba'ku race enjoy the peace and beauty of their splendid colony world. This idyllic vision is, however, shattered when the Ba'ku discover they are being secretly watched by alien observers.

STAR TREK: INSURRECTION

"They're calling this whole area the Briar Patch. Took us a day to reach a location where we could get a signal out to you. Just get me Data's schematics. I'll keep you informed"

— Admiral Dougherty to Captain Picard

On a distant world situated in **Sector 441** – known colloquially as the **Briar Patch** – the **Ba'ku**, a civilization of peaceful humanoids, go about their daily routine. Children laugh and play, while their parents tend to the crops in the fields. Unknown to the dwellers of this veritable paradise, however, they are being observed from a cloaked outpost above the village, manned by **Starfleet** personnel in collaboration with the **Son'a**. Members of the survey team, rendered invisible by cloaked **isolation suits**, are observed through small screens.

Suddenly, **phaser** fire cuts through the peaceful atmosphere. A group of Ba'ku children run toward the village in an attempt to escape from streaking beams of energy inexplicably searing through the air behind them. The source of the weapons are phasers being shot at Starfleet's **Lt. Commander Data**, who has temporarily left his service on the **U.S.S. Enterprise NCC-1701-E** to join the survey team.

Invisible assailants

The Ba'ku are stunned as market stalls are knocked over by unseen forces. Data comes to a halt in front of the cloaked duck blind outpost and fends off the attacks of the personnel who were his colleagues just moments ago. It seems that the android has malfunctioned.

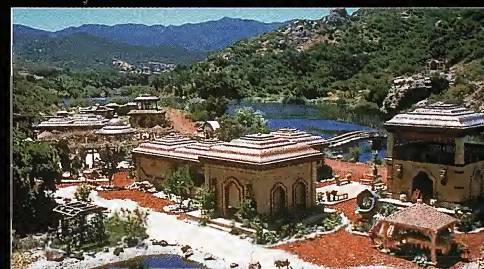
With no further ground attacks imminent, Data removes the headpiece from his isolation suit, appearing to the Ba'ku as a disembodied head floating in mid air. Swiftly removing the remainder of his suit, he pulls a phaser from the unconscious form of one of his fallen colleagues. With three well aimed shots, Data reveals the cloaked outpost – or **duck blind** – and its inhabitants to the entire Ba'ku populace.

Meanwhile, on board the *Enterprise*, **Captain Jean-Luc Picard** prepares for a diplomatic function to welcome the **Evora** race into the **United Federation of Planets**. The captain tries to perfect the Evora greeting he must relay to **Regent Cuzar**. When **Commander William Riker** arrives at Picard's quarters to escort his fellow officers to the banquet, his news that their guests are eating the floral arrangements causes **Counselor Deanna Troi** concern; they had not planned for the

ON SCREEN...



1 On an idyllic planet, a young boy frolics in the freshly-mown hay. It is a tranquil scene of life in a simple culture, reminiscent of Earth's agricultural past.



2 Surrounded by lush hills and mountains, the harmonious Ba'ku village is situated beside the serene waters of a large lake that reflects the planet's clear blue skies.



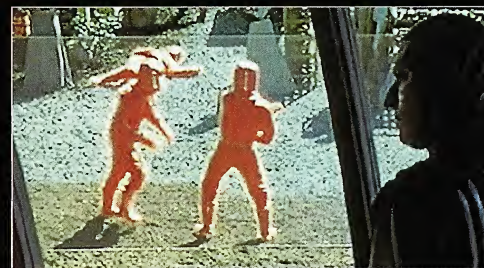
3 Unknown to the village's inhabitants, their settlement is being observed by the staff of a cloaked observation post, located high up a nearby hill.



4 The observation post is concealed behind a holographic cloak. It is manned by Starfleet officers and scientists from another alien species, known as the Son'a.



5 On a number of screens positioned within the outpost it is possible to see several humanoid figures walking unnoticed through the village. They wear special isolation suits



6 Suddenly, fighting breaks out among the cloaked officers, and market stalls are thrown over in the skirmish. The observers do not know what has caused the disturbance.



7 The villagers cannot see the invisible officers who are knocking over their stalls, and so have no idea what is happening. Shocked and frightened, they run for cover.



8 The cloaked officer who started the fight reveals himself: it is Lt. Commander Data. The android fires his phaser at the hidden observation post, disabling its cloak.



STAR TREK: INSURRECTION Part 1

possibility of the Evora being vegetarian.

En route to the banquet, a com signal from the bridge requests that **Starfleet Headquarters** be advised of the *Enterprise's* ETA at the **Goren system**, where Captain Picard is required to mediate a territorial dispute. Picard bemoans the fact that the mediation will put the ship's archeological expedition to **Hanoran II** behind schedule and into that planet's monsoon season. Since the war with the **Dominion**, the *Enterprise* has often been forced to deal with such "brush fires." Entering a **turbolift**, Picard asks whether his officers can even recall a time when they were just explorers.

Outside the banquet, Picard is pleasantly surprised to see his former chief of security, **Commander Worf**, who is on a stopover following a visit to the **Manzar colony**. As the two old colleagues converse, Riker receives a report from **Commander Geordi La Forge** that the *Enterprise* has been contacted by **Admiral Matthew Dougherty**. The admiral is claiming that Data has malfunctioned.

Picard enters the banquet and approaches Regent Cuzar, acknowledging her with the well rehearsed greeting "**Yew-cheen chef-faw**." The regent, who is considerably shorter than Picard, beams at the captain and beckons him to kneel. He does so, and Cuzar places a beaded hairpiece upon his head then informs him that she is looking forward to their dance later in the evening.

Cause for concern

As the regent disappears into the throng of guests, La Forge takes the opportunity to inform Picard of Dougherty's request for Data's design schematics. The captain heads into a small room away from the diplomatic function, where he can contact Dougherty, who is aboard a **Son'a Mission Scout Ship**. The admiral tells Picard that it is not necessary for the *Enterprise* to join them in Sector 441; in any case, the starship is not outfitted with the required equipment to circumvent certain environmental concerns in the area. A concerned Picard agrees to send Dougherty Data's schematics, but after ending the communication he turns to La Forge and orders a change in course to Sector 441. He then returns to the banquet.

Aboard the *Son'a Mission Scout Ship*, Admiral Dougherty watches as his Son'a counterpart **Ahdar Ru'afo** undergoes a gruesome facial treatment that involves the stretching and stapling of his loose skin into

a more taut arrangement. The Son'a are obsessed with preserving their youth and from Ru'afo's appearance, it is clearly not the first such treatment that he has received. The Son'a leader complains that he should not have allowed Dougherty to talk him into using the Starfleet duck blind post in the

operation on the Ba'ku world.

The *Son'a Mission Scout Ship* is suddenly rocked by phaser fire. Ru'afo and Dougherty race to the bridge, where the viewscreen shows a **Federation Scout Ship**, piloted by Data, beating a hasty retreat after a brief but highly disruptive assault ...

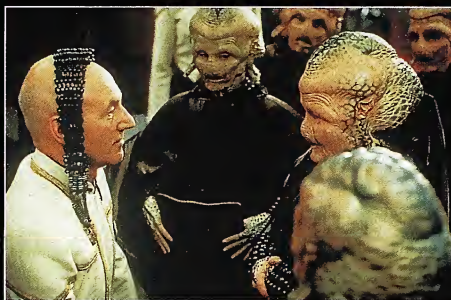
ON SCREEN...



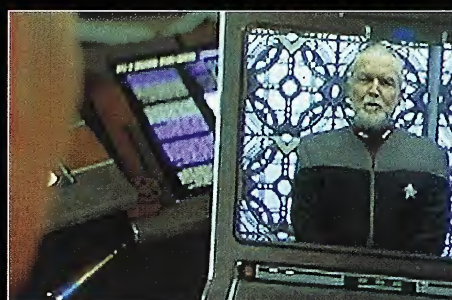
9 On the U.S.S. ENTERPRISE NCC-1701-E Dr. Crusher struggles to fasten Captain Picard's dress uniform, while he practices the greeting he must relay to the Evora.



10 Clad in the new design of Starfleet dress uniform, Picard and his senior officers arrive at the formal function in the ship's Ten-Forward lounge.



11 Picard welcomes Regent Cuzar in the language of the Evora: "Yew-cheen chef-faw." He kneels as she places an alien hairpiece on his head.



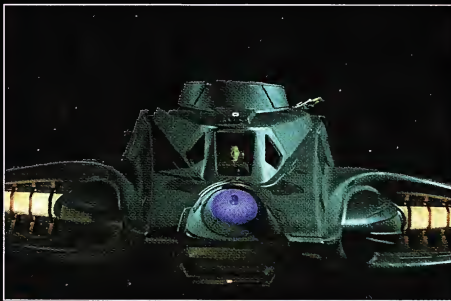
12 The captain receives a communication from Admiral Dougherty, who is on board the SON'A MISSION SCOUT SHIP. The admiral asks for Data's schematics.



13 Picard senses the seriousness of the situation. Concerned about Data, he decides to disobey orders and take his ship to Sector 441 to investigate.



14 On board the SON'A MISSION SCOUT SHIP, Ahdar Ru'afo sits in a Son'a treatment chair and has his face stretched by his Ellora slaves.



15 Suddenly, the SON'A MISSION SCOUT SHIP comes under attack from a FEDERATION SCOUT SHIP piloted by the malfunctioning android officer, Data.



16 Ru'afo is quick to complain that he was reluctant to use the Starfleet duck blind on the Ba'ku planet. He is angered by the disruption Data has caused.

STARSHIP FACTS

The Evora achieved warp capability in 2374, only one year before they are welcomed into the United Federation of Planets.

The highest ranking Son'a assigned to the duck blind observation post on the Ba'ku planet is Subahdar Gallatin.

STAR TREK:
INSURRECTION

"If our first attempt to capture Data fails, I will terminate him. I should be the one to do it, I'm his captain ... and his friend."

— Captain Picard to Admiral Dougherty

STAR TREK: INSURRECTION Part 2

After hearing reports on the malfunction of his android officer, Lt. Commander Data, Captain Picard sends the *U.S.S. Enterprise NCC-1701-E* into the volatile region of the notorious Briar Patch in Sector 441. The starship soon loses all communications with Starfleet Command.

Captain Picard arrives on the bridge of the *U.S.S. Enterprise NCC-1701-E* as it approaches the outskirts of the Briar Patch. The ship is out of contact with Starfleet Command, but Counselor Troi informs him that before communications went down, she downloaded all the relevant files on the Son'a and the duck blind mission.

Commander Worf reports to Picard that a tricorder has been attuned to one of Data's actuation servos, but the device will only shut the renegade android down at a range of four meters.

In the *Enterprise's* library, Troi and Commander Riker scan through the information downloaded on the duck blind mission. Riker is astounded to learn that 50 years ago, the Son'a conquered two primitive races, the Tarlac and the Ellora, and integrated them into their society as a labor class. Even more surprising is the fact that they have produced mass quantities of the drug ketracel-white, and that their starships are rumored to be equipped with isolytic subspace weapons, outlawed by the second Khitomer Accords. Troi questions why the Federation would be involved with such a species.

Subtle changes

Elsewhere on the *Enterprise*, Worf oversleeps and is jolted awake by a communication from Captain Picard. The Klingon is shocked by his tardiness and bolts upright, only to bang his head on the bunk above.

On the bridge, Picard senses that there is something amiss with his vessel, and astonishes both Geordi La Forge and Ensign Perim, who is seated at the Ops console, by noticing a 12 micron misalignment in the torque sensors.

As Worf arrives on the bridge, the *Enterprise* receives a communication from Admiral Matthew Dougherty, who is aboard the *Son'a Mission Scout Ship*. The admiral expresses surprise at the *Enterprise's* arrival, but goes on to inform Picard that the duck blind operatives are being held hostage on the planet below. In cooperation with Ahdar Ru'afo, Dougherty plans to send an assault team down to rescue the captives and disable Data. Picard succeeds in gaining Dougherty's permission to undertake his own

ON SCREEN...



1 Counselor Troi has some good news for the captain: before communications went down, she was able to download important information from the Federation database.



2 Pleased with the preparations that his crew have made, Captain Picard orders the *U.S.S. ENTERPRISE NCC-1701-E* to slow down and enter the Briar Patch.



3 In the *ENTERPRISE* library, Commander Riker and Deanna Troi learn some disturbing facts about the Federation's new allies, the ruthless Son'a race.



4 Worf is woken up suddenly and is surprised to find that he has overslept. He bangs his head on the bulkhead above him as he is jolted awake.



5 On the *ENTERPRISE* bridge, an alert Captain Picard astonishes his officers when his hearing picks up a misalignment in the ship's torque sensors.



6 Dougherty gives Picard just 12 hours in which to capture the malfunctioning Data, during which time the *SON'A MISSION SCOUT SHIP* will gather reinforcements.



7 Captain Picard sets off in a shuttle to apprehend the android officer. Worf goes along with him, and soon picks up Data's whereabouts with the aid of the sensors.



8 Picard pilots the shuttle in pursuit of Data, but it is clear that the android does not want to be stopped. The captain and Worf have a dramatic chase on their hands.



STAR TREK: INSURRECTION Part 2

mission to capture his officer, although he is given deadline of just 12 hours.

Picard and Worf pilot a shuttlecraft to the nearby planet. In the shuttle's cockpit, Picard tells Worf to broadcast a wide band covariant signal in an attempt to get Data's attention. Picard also decides to steer clear of the planet's rings after noticing that they are made up of **metaphasic radiation**, in a state of extreme flux.

The shuttle is suddenly rocked by **phaser** fire and when Data, aboard the **Federation Scout Ship**, fails to respond to hails, Picard orders Worf to fire a **tachyon burst** at the vessel in an attempt to force the android to reset his shield harmonics. Unfortunately, Data activates a **transporter inhibitor** before they can secure a lock on him.

Gilbert and Sullivan

As Data continues firing at the shuttlecraft, Picard realizes they cannot defeat the android using normal tactics. The captain asks a puzzled Worf if he knows the work of Earth's 19th-century composers Gilbert and Sullivan, and explains that before leaving the *Enterprise* for the duck blind mission, Data had been rehearsing a production of 'H.M.S. Pinafore'. Picard brings up lyrics from the operetta on one of the shuttle's screens, opens hailing frequencies, and begins to sing. In the *Federation Scout Ship*, Data hears the song and joins in, momentarily forgetting his combative posture.

Picard orders Worf to prepare the docking clamps, and brings the shuttle underneath Data's *Scout Ship*. Data, however, notices the connection of the two vessels, and throws both craft into a violent spin toward the planet's surface. Mere seconds from impact, Picard stabilizes the dampening fields around both ships and pulls them up. The shuttles now secure, Worf enters the *Scout Ship* and aims the adjusted tricorder at Data. Initially, it fails to deactivate him, but on a second try the android finally falls to the floor inert.

The **Ba'ku** village is a vision of serenity as Picard and an away team beam in to 'rescue' the duck blind hostages. Picard approaches the Starfleet and Son'a personnel, who appear to have been treated exceptionally well. **Sojef** and a number of other adult Ba'ku arrive and, after requesting that the "offlanders" disarm themselves, they inform the captain that Data warned them the duck blind operatives were their enemy and that more would follow. Picard is surprised when

the Ba'ku tell him they were unable to repair the phase variance in Data's **positronic matrix**. The Ba'ku also reveal that they have warp capability, but choose not to employ it, along with other such technology. The captain sincerely apologizes for the intrusion and returns

to the *Enterprise*.

In his ready room, Picard informs Dougherty of the Ba'ku's technological knowledge. The admiral is pleased, but orders the *Enterprise* to leave the Briar Patch, while he and the Son'a remain in the area to tie up some "loose ends."

ON SCREEN...



9 During his altercation with the duck blind, Data sustained a small amount of damage to his skin, but not quite enough to halt his attack on the Son'a.



10 Picard distracts Data by launching into a song from a Gilbert and Sullivan operetta. The tactic works, and the android joins them in a passionate rendition.



11 Worf and Picard finally catch up with Data. They fly beneath him, and then fly upward, securing his SCOUT SHIP with their shuttle's dorsal docking clamps.



12 Worf transports onto Data's SCOUT SHIP and disables the android with a phaser blast. Data is then taken back to the ENTERPRISE for examination.



13 An ENTERPRISE away team beam down to the Ba'ku planet to rescue the hostages, but are surprised to find the Son'a relaxed and being treated well.



14 Captain Picard and his colleagues are approached by two of the village's spokespeople. They seem more annoyed than frightened by the aliens' presence.



15 It soon becomes clear that Anij and Sojef are not the simple peasants they appear to be. They talk confidently of warp drive and android positronics.



16 Picard reports the situation to Admiral Dougherty. The admiral seems pleased, although he insists that the ENTERPRISE leaves while he ties up some loose ends.

STARSHIP FACTS

A The song that Captain Picard selects from 'H.M.S. Pinafore' is entitled "A British Tar".

A When asked if he knows Gilbert and Sullivan, a puzzled Worf responds that he has "not yet had time to meet all the new crew members."



P continued

Planet Hell

The **Stellar Cartography** department of the **U.S.S. Voyager** gave this nickname to a **Class-M** planet with electromagnetic disturbances in the atmosphere, a primeval environment, high amino acid

and protein readings, and **trigemic vapors**.

(*Starship Log*: 'Parturition' [VOY])

SEE FILES 4, 71



Planet Hell's trigemic vapors provided nourishment for reptilian infants.

Planet Q

SEE Q, Planet

Planet X

Fictional black-and-white holographic home-world of **Dr. Chaotica** and his **Fortress of Doom**. This desolate, mountainous planet contains numerous underground caverns and resembles the planet Mercury, as portrayed in another episode of the adventure. (*Starship Log*: 'Bride of Chaotica!' [VOY]) **SEE FILES 29, 71**

planet killer

SEE doomsday machine

planetary classification system

Starfleet's planet class designation is based on the ability to support human life. Earth is a **Class-M** planet. Other types, in decreasing habitability, are **Class-L**, **Class-K**, **Class-J**, and **Class-H**. (*Starship Log*: 'The Cage'; *Star Trek II: The Wrath of Khan*; 'The Ensigns of Command' [TNG]; 'The Ascent' [DS9]; 'Caretaker' [VOY]) **SEE FILES 4, 18, 67, 68, 69, 70, 71**

Planetary Geosciences Laboratory

This work environment for geoscientists aboard the **U.S.S. Enterprise NCC-1701-D** was located on Deck 10. Among other devices, the lab contained the equipment needed to perform an **icospectrogram** analysis. (*Starship Log*: 'Pen Pals' [TNG]) **SEE FILES 25, 69**

plankton loaf

Keiko O'Brien served this breakfast item to her husband **Miles O'Brien** in 2367. Keiko's recipe of a healthy morning meal also included **kelp buds** and **seaberries**. Miles called it "fish food." (*Starship Log*: 'The Wounded' [TNG]) **SEE FILE 69**

plasma

This name is given to the low density, fully ionized gas used in warp and impulse engines. In 2293, impulse engine plasma exhaust could be spotted by properly attuned sensors, even when a ship was cloaked. (*Starship Log*: *Star Trek VI: The Undiscovered Country*) **SEE FILES 64, 77**

plasma, solar

Ionized gas created by stars. In 2375, **Worf** created a solar plasma ejection that incinerated the **Dominion's Monac Shipyard** facility by firing an EM pulse into the Monac sun. (*Starship Log*: 'Shadows and Symbols' [DS9]) **SEE FILE 70**

In one of his many adventures, the holo-character Dr. Chaotica hoped to form an alliance with Arachnia, Queen of the Spider People.



plasma canister

This small, cylindrical container holds warp plasma samples. Canister safety nodes prevent plasma leaks. (*Starship Log*: 'Fair Play' [VOY]) **SEE FILE 71**

plasma charge

This explosive was often used by the **Shakaar resistance cell**. **Kira Nerys** detonated a plasma charge next to the bedroom window of **Gul Pirak's** house on **Bajor**, injuring 23 **Cardassians** and killing 12 others, including Pirak. (*Starship Log*: 'The Darkness and the Light' [DS9]) **SEE FILES 10, 70**

plasma coil

Component of a **warp nacelle**. In 2371, **Commander Riker** destroyed **B'Etor** and **Lursa's Klingon Bird-of-Prey** by using a defective plasma coil to trick them into lowering shields. In 2372, a **Bajoran Transport Vessel** docked with **Deep Space Nine** despite a loose plasma coil. The **U.S.S. Orinoco** was destroyed by plasma coil sabotage. (*Starship Log*: 'Life Support' [DS9]; *Star Trek Generations*) **SEE FILES 31, 64, 70, 79**

plasma coil interlocks

This component was installed by **Trill** scientists on the **U.S.S. Defiant** in 2372. The plasma coil interlocks kept the *Defiant* engines in concert with experimental Trill equipment that generated an artificial wormhole. (*Starship Log*: 'Rejoined' [DS9]) **SEE FILE 70**

plasma conductors

This tubing is designed to carry plasma. When **Quark** harangued **Chief O'Brien** about reopening the **Promenade** in 2375, O'Brien told Quark to be quiet or he would "feed him to a plasma conductor." (*Starship Log*: 'Treachery, Faith, and the Great River' [DS9]) **SEE FILE 70**

plasma conduit

Component found in the **EPS** system. A plasma conduit rupture on the **U.S.S. Excelsior** killed **Lt. Valtane** in 2293, forcing his brain parasite to select a new host – **Tuvok**. Plasma conduits adjustments on the **U.S.S. Voyager** in 2373 caused a surge in **Neelix's** galley, reducing Tuvok's breakfast to ashes. (*Starship Log*: 'Flashback' [VOY]) **SEE FILE 71**

plasma conversion sensor

On warp-capable **Starfleet** vessels, this indicator reports fuel usage over time. In 2369, a **temporal anomaly** was suspected after a plasma conversion sensor on the **U.S.S. Enterprise NCC-1701-D** reported burning 47 days worth of fuel in a matter of hours. (*Starship Log*: 'Timescape' [TNG]) **SEE FILE 69**

Planet Hell
Planet Q
Planet X
planet killer
planetary classification system
Planetary Geosciences Laboratory
plankton loaf
plasma
plasma, solar
plasma canister
plasma charge
plasma coil
plasma coil interlocks
plasma conductors
plasma conduit
plasma conversion sensor
plasma coolant
plasma discharge
plasma disruption
plasma drift
plasma fields
plasma fire
plasma flares
plasma grenade
plasma grid
plasma infuser
plasma injector
plasma intake manifold
plasma intercooler
plasma leak
plasma manifold
plasma plague



In the 2290's, vented plasma emissions from the impulse engines of a KLINGON BIRD-OF-PREY could be used to locate the ship's position while cloaked.



Plasma coil problems led to the downfall of the scheming Klingon Duras sisters, Lursa and B'Etor. Commander Riker made the most of the situation and destroyed their ship.



plasma coolant

This substance surrounds the energetic plasma exiting a starship's **matter/antimatter reaction chamber**. In 2373, **Data** punctured the plasma coolant tanks of the **U.S.S. Enterprise NCC-1701-E** to release a wave of erosive liquid that disintegrated the **Borg Queen**. (*Starship Log: Star Trek: First Contact*) **SEE FILE 79**



The Borg Queen was killed when supercooled plasma from the warp core, released into Main Engineering, disintegrated her organic components. Captain Picard was able to climb above it.

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plasma discharge

After he agreed to have his memory erased, **Kurn** was told by **Noggra** that a plasma discharge during a shuttle mishap had brought on the amnesia. **Dr. Julian Bashir** agreed, telling Kurn that his hippocampus was damaged. (*Starship Log: 'The Sons of Mogh'* [DS9]) **SEE FILES 48, 70**

plasma disruption

These lightning-like spontaneous emissions are also known as **plasma storms**. There are 5021 medical records associated with them. In 2370, **Deep Space Nine** was evacuated due to an approaching plasma storm. A Class-2 plasma storm hit a **Runabout** carrying **Captain Sisko**, **Jadzia Dax**, **Odo**, and **Garak**, tossing them into a shared event in Odo's memory. (*Starship Log: 'Invasive Procedures'* [DS9]) **SEE FILES 5, 70**

plasma drift

A vast, loosely associated cloud of dust and energy. In 2372, **Tom Paris** used a plasma drift in the **Delta Quadrant** to hide the **U.S.S. Voyager** from **Vidiian** sensors. (*Starship Log: 'Deadlock'* [VOY]) **SEE FILE 71**

plasma fields

High numbers of accumulated plasma particles in the **Badlands**, near the **Cardassian** border, created an area of plasma fields and storms. These confuse starship sensors, generate dangerous sympathetic energies with plasma warheads, and prevent ships from engaging warp power. The area was used as a hiding spot by the **Maquis**. The **U.S.S. Voyager** was caught in a plasma field when the **Caretaker's** beam pulled it into the **Delta Quadrant**. (*Starship Log: 'For the Uniform'* [DS9]; *'Caretaker'* [VOY]) **SEE FILES 5, 70, 71**



The plasma fields of the Badlands tend to confuse ship sensors, making it an ideal hiding place for Maquis members such as Starfleet defector Michael Eddington and his cell.

The plasma fields of the Badlands tend to confuse ship sensors, making it an ideal hiding place for Maquis members such as Starfleet defector Michael Eddington and his cell.

plasma fire

This extremely hot green fire also produces deadly radiation. Plasma fires are usually caused by a rupture in a ship's electroplasma system (**EPS**) or plasma transfer conduits. (*Starship Log: 'Disaster'* [TNG]; *'Rejoined'* [DS9]) **SEE FILES 69, 70**

plasma flares

In 2370, the entire **Maquis** fleet was lured into a **Starfleet** trap when plasma flares and other potential **biogenic weapon** components were shipped to the **Cardassian Demilitarized Zone**. (*Starship Log: 'Preemptive Strike'* [TNG]) **SEE FILES 18, 69**

plasma grenade

Plasma weapon technology can easily be incorporated into hand-thrown, detonation-delayed explosives. In 2367, a chambered plasma grenade was unsuccessfully used against **Gul Dukat** on **Terok Nor**. In 2374, a **Delta Quadrant** arms dealer named **Tau** included plasma grenades among his wares. (*Starship Log: 'Things Past'* [DS9]; *'Concerning Flight'* [VOY]) **SEE FILES 60, 70, 71**

plasma grid

Part of a starship's warp drive system. If the plasma grid is not cleaned regularly, power conversion becomes less efficient. (*Starship Log: 'Force of Nature'* [TNG]) **SEE FILE 69**

plasma infuser

This palm-sized engineering device holds and discharges plasma. **Ferengi** scientist **Dr. Reyga** was found dead in the **U.S.S. Enterprise NCC-1701-D's** Science Lab 4 with an empty plasma infuser in his hand. (*Starship Log: 'Suspicious'* [TNG]) **SEE FILE 69**

plasma injector

This component delivers plasma to each field coil in the warp drive system. **Chief O'Brien** assumed **Tosk's** ship had plasma injectors in 2369. A leaking plasma injector caused a **Runabout** to be sent into the **mirror universe** while journeying through the **Bajoran wormhole** in 2370. In 2372, **Tom Paris** simulated symptoms of plasma injector problems during **Kes's** shuttlecraft training. (*Starship Log: 'Captive Pursuit'* [DS9]; *'Parturition'* [VOY]) **SEE FILES 70, 71**

plasma intake manifold

An attempt to reinitialize the anti-matter reactors, after **B'Elanna Torres** removed **Seven of Nine's** **Borg** modifications to the **U.S.S. Voyager** in 2374, revealed more **Borg** devices in plasma intake manifolds 11 and 13. (*Starship Log: 'The Gift'* [VOY]) **SEE FILES 29, 71**

plasma intercooler

Nog increased the **U.S.S. Valiant's** warp capacity by removing safety controls on the plasma intercooler and other systems, copying adjustments he had seen **Chief O'Brien** make to the **Valiant's** sister ship, the **U.S.S. Defiant**. (*Starship Log: 'Valiant'* [DS9]) **SEE FILES 31, 43, 70**

Nog's engineering expertise included making modifications to the plasma intercooler components of warp drive systems.



plasma leak

An undesirable release of plasma. The substance is easily destabilized, and small amounts of particles leaking from a canister, or a massive plasma leak from a warp drive, are equally likely to result in an explosion or fire. (*Starship Log: 'Disaster'* [TNG]; *'Rejoined'* [DS9]; *'Fair Play'* [VOY]) **SEE FILES 69, 70, 71**

plasma manifold

This component of the **matter/antimatter reaction chamber** in a starship warp drive needs periodic recalibrating. In 2371, **Sikarian** **trajector** technology destabilized the **U.S.S. Voyager's** plasma manifold, and plasma temperatures climbed to 50 million Kelvin. (*Starship Log: 'Prime Factors'* [VOY]) **SEE FILE 71**

plasma plague

Research into this deadly plague has been carried out since the 2290's. In 2365, the disease threatened the **Rachelis** system. (*Starship Log: 'The Child'* [TNG]) **SEE FILE 69**



P continued

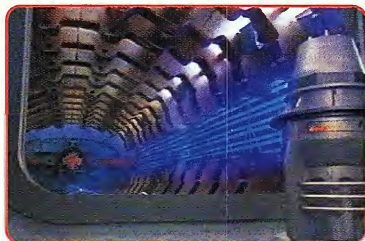
plasma relays This warp engine component carries plasma around a starship. (*Starship Log*: 'Projections' [VOY]) **SEE FILE 71**

plasma residue A consequence of warp drive propulsion. Venting this leftover material made the **U.S.S. Voyager NCC-74656** appear blue – the color of submission to a large space creature determined to be his group's alpha male. (*Starship Log*: 'Elogium' [VOY]) **SEE FILE 71**

plasma storm **SEE plasma disruption**

plasma strand Energy tendrils such as this usually ignite a chain reaction in an inversion nebula that burns out the entire phenomenon. A **Delta Quadrant** alien named **Marayna** kept plasma fires from chain-reacting. (*Starship Log*: 'Alter Ego' [VOY]) **SEE FILE 71**

plasma stream Ionized gases injected into the **warp field coils** of a starship's **warp nacelles**. **Walter J. Pierce** was vaporized after jumping into a plasma stream in the **U.S.S. Enterprise NCC-1701-D**. (*Starship Log*: 'Eye of the Beholder' [TNG]) **SEE FILES 25, 69**



The ionized gases of plasma streams of a starship's warp coils are deadly to most humanoid.

plasma streamer A rare ionized plasma bridge between two stars. A plasma streamer in the **Igo sector** contained quasi-energy microbes that threatened the **U.S.S. Yosemite** and the **U.S.S. Enterprise NCC-1701-D** in 2369. (*Starship Log*: 'Realm of Fear' [TNG]) **SEE FILES 5, 69**

plasma torch In 2369, a plasma torch in use on the **U.S.S. Enterprise NCC-1701-D** exploded, badly burning its user. By 2372, such tools were included in a shuttle's standard toolkit. (*Starship Log*: 'Frame of Mind' [TNG]; 'Innocence' [VOY]) **SEE FILES 69, 71**

plasma torpedoes These **Romulan** weapons were manufactured on the **Bajoran** moon of **Derna** in 2375, using a hospital complex as cover. **Kira Nerys's** blockade of Derna led to their removal. (*Starship Log*: 'Images in the Sand' [DS9]) **SEE FILES 12, 70**

plasma weapons Weaponry based on plasma technology. **Captain Janeway** once wondered what it would have been like to be in **Starfleet** before 2293, without plasma weapons, **replicators**, **holodecks**, and other standard items. (*Starship Log*: 'Flashback' [VOY]) **SEE FILES 60, 71**



Berlinghoff Rasmussen's TIME TRAVEL POD was built with many advanced materials, including plasticized tritanium mesh.

plasticized tritanium mesh This material was used on the exterior hull of a 26th-century **Time Travel Pod** stolen by **Professor Berlinghoff Rasmussen** and used to travel to the 24th century. The substance was impervious to standard sensors. (*Starship Log*: 'A Matter of Time' [TNG]) **SEE FILES 40, 44, 69**

Plasus In 2269, Plasus was the ruler of **Stratos**, a cloud city on **Ardana**. Plasus appreciated fine art and other high culture, but treated **Troglyte** workers contemptuously and resented **Captain Kirk's** interference. Plasus had a daughter, **Droxine**. (*Starship Log*: 'The Cloud Minders' [TOS]) **SEE FILES 18, 68**

Platonians This was the name taken by 38 long-lived humanoids and devotees of Earth's Plato. They relocated from the **Sahndara system**, settled for a while on Earth, and then moved on to the planet **Platonius**, where they developed psychokinetic powers. Their leader was **Parmen**. (*Starship Log*: 'Plato's Stepchildren' [TOS]) **SEE FILES 18, 58, 68**

Platt This crew member was listed on the classified **U.S.S. Voyager NCC-74656** manifest **Harry Kim** examined covertly in 2372, while he was trapped in an alternate timeline San Francisco. (*Starship Log*: 'Non Sequitur' [VOY]) **SEE FILES 29, 71**

Plaxan sensors This detection equipment is comparable to **Starfleet** sensors. Several years before joining the crew of the **U.S.S. Voyager** in 2371, **Neelix** sold a few Plaxan sensors to the **Kazon-Ogla**. (*Starship Log*: 'Initiations' [VOY]) **SEE FILES 43, 71**

'Please, Take Me With You' This **Roy Ritterhouse** illustration for **'Incredible Tales'** magazine depicted a little girl hoping to travel with friendly aliens. **Kay** and **Julius Eaton** planned to write a story to match the drawing. (*Starship Log*: 'Far Beyond the Stars' [DS9]) **SEE FILE 70**

pleeka rind casserole This dish is sometimes served by **Neelix** on the **U.S.S. Voyager**. **Harry Kim** once requested pleeka rind casserole leftovers for breakfast. (*Starship Log*: 'Scientific Method' [VOY]) **SEE FILE 71**

plasma relays
plasma residue
plasma storm
plasma strand
plasma stream
plasma streamer
plasma torch
plasma torpedoes
plasma weapons
plasticized tritanium mesh
Plasus
Platonians
Platt
Plaxan sensors
'Please, Take me With You'
pleeka rind casserole
Plegg
Pleiades Cluster
Plexicorp
plexing
Plix Tixiplik
plomeek soup
Plum
Plygoriam mammoth
Podaris sector
Pogo Paradox
Pohl
pointer fault
polar magnetic field
polaric ion energy
polaric modulator
plaron



Spacefarers from the Sahndara system modeled their society on that of Earth's ancient Greeks. They named themselves 'Platonians,' after one of that era's most renowned philosophers.



Science fiction writer Kay Eaton often had to plan her stories around illustrations her editor wanted to use in the magazine 'Incredible Tales'.



Plegg This **Ferengi** created **modular holosuites**. **Quark** sold desiccated remains of the late, great Plegg until **Odo's** investigation revealed that the inventor was still very much alive and living on **Khosla II**. (*Starship Log: 'The Alternate' [DS9]*) **SEE FILES 14, 70**

Pleiades Cluster This star cluster is approximately 415 light years from Earth. The **U.S.S. Enterprise NCC-1701-D** mapped the region in 2364. In 2372, **U.S.S. Voyager's** **EMH** used the Pleiades, and other constellations, as a romantic backdrop for his **holodeck** date with the **Vidiian Danara Pel**. (*Starship Log: 'Home Soil' [TNG]; 'Lifesigns' [VOY]*) **SEE FILES 69, 71**



▲ **Montgomery Scott** showed **Dr. Nichols** of **Plexicorp** how to make transparent aluminium.

Plexicorp This company was situated in San Francisco in 1986. It employed **Dr. Nichols** who, apparently, invented **transparent aluminium** – with a little help from **Montgomery Scott**. Plexicorp manufactured the materials needed for a whale-sized fish tank. (*Starship Log: 'Star Trek IV: The Voyage Home'*) **SEE FILE 77**

plexing This **Betazoid** stress-reduction technique involves tapping fingertips against the nerve cluster behind the carotid artery to generate endorphins. **Reginald Barclay** controlled his fear of **transporters** by plexing. **Deanna Troi** plexed after she noticed mysterious gaps in time. (*Starship Log: 'Realm of Fear' [TNG]*) **SEE FILES 18, 69**

Plix Tixiplik **Reegrunion** arms dealer. In 2370, Plix Tixiplik's face was added to others on a wanted display in **Chief of Security Odo's** office. Seven star systems were eager to capture and punish the dealer. (*Starship Log: 'Sanctuary' [DS9]*) **SEE FILE 70**

plomeek soup A variety of **Vulcan** soup. In 2267, **Christine Chapel's** plomeek soup triggered a violent outburst by **Spock**. **Deep Space Nine's** food **replicators** included plomeek soup after 2370. 'Plomeek soup à la Neelix' was a **Delta Quadrant** variation of the traditional recipe. (*Starship Log: 'Amok Time' [TOS]; 'The Maquis', Part I [DS9]; 'Faces' [VOY]*) **SEE FILES 8, 68, 70, 71**



Plum **Nancy Crater** gave this name to **Leonard McCoy** during their romance. The creature who later killed Nancy and took her place also referred to McCoy as 'Plum'. (*Starship Log: 'The Man Trap' [TOS]*) **SEE FILES 43, 44, 68**

◀ **Nancy Crater** called **Dr. McCoy** 'Plum,' rather than the nickname 'Bones,' favored by his colleagues.

Plygorian mammoth A large mammal. In 2370, **Julian Bashir** lamented his uncharacteristically poor racquetball performance by claiming himself incapable of hitting the broad side of a Plygorian mammoth with the ball. (*Starship Log: 'Rivals' [DS9]*) **SEE FILE 70**

Podaris sector This section of the **Delta Quadrant** was visited by the **biomimetic U.S.S. Voyager** duplicate in 2375. The crew collected silicate samples of a comet here. (*Starship Log: 'Course: Oblivion' [VOY]*) **SEE FILES 18, 71**

Pogo Paradox According to **Lt. Ducane** of the **Timeship Relativity**, the Pogo Paradox is a **temporal protocol** in which efforts to stop something from happening in the past actually lead to its occurrence. (*Starship Log: 'Relativity' [VOY]*) **SEE FILES 58, 71**

Pohl **Pohl** and **Reon** were **Kira Nerys's** younger brothers. In 2374, Kira encountered her brothers as children when she used the **Orb of Time** to learn about her mother, **Kira Meru**. (*Starship Log: 'Wrongs Darker than Death or Night' [DS9]*) **SEE FILES 47, 70**



▲ A pointer error was suspected when unexpected changes occurred in **DEEP SPACE NINE's** **Vic Fontaine** holosuite program.

pointer fault

A **holodeck** programming error. When **Vic Fontaine's** hotel lounge was transformed into a sleazy dive owned by **Frankie Eyes**, **Miles O'Brien** suspected a pointer fault in the **holosuite's** parameter file. (*Starship Log: 'Badda-bing Badda-bang' [DS9]*) **SEE FILES 56, 70**

polar magnetic field A region of electromagnetic influence extending beyond the surface of a celestial body. **William Riker** hid the **U.S.S. Potemkin** in one, and the **Parada's** **Miles O'Brien** replicant veiled his craft to evade pursuers using the same technique. (*Starship Log: 'Peak Performance' [TNG]; 'Whispers' [DS9]*) **SEE FILES 69, 70**

polaric ion energy A powerful but precarious energy source. A simple **phaser** can spark a polaric chain reaction capable of wiping out life on a planetary scale and, temporarily, fractures **subspace**. The **Polaric Test Ban Treaty** of 2268 between the **Federation** and the **Romulans** was a result of catastrophic Romulan research on **Chaltok IV**. The **U.S.S. Voyager** cataloged a **Delta Quadrant** planet utilizing polaric ion energy, produced by a **polaric generator**, in 2371. (*Starship Log: 'Time and Again' [VOY]*) **SEE FILES 18, 71**

polaric modulator Component of the **U.S.S. Voyager NCC-74656's** impulse drive. **Tom Paris** suggested **Steth's** **coaxial induction drive** overload problems might be solved by installing a polaric modulator to dilute the intake of subatomic particles. (*Starship Log: 'Vis à Vis' [VOY]*) **SEE FILES 29, 71**

polaron A by-product of electrons and lattice vibrations. Polarons are utilized in some scanner and defense technologies as well as other systems. A **polaron burst** can electronically paint cloaked and shielded ships. A **high-energy polaron pulse** short-circuits even a 29th-century **subatomic disrupter**. Modified **polaran emitters** can, according to untested theory, revert a shapeshifter to its natural state. **Phased polaron beam** weapons, used by the **Jem'Hadar**, are capable of cutting through **Federation** shields. A **polaran scanner** is standard on **U.S.S. Voyager** shuttlecraft. **Polaran fields** obscure a ship's **ion trail**, making it difficult to follow. A high-density **polaron grid**, like the one surrounding the planet **Taresia**, is a very effective shield. **Polaron particles** precede a temporary spatial distortion field created by the **Nyrian's** **translocater system**. (*Starship Log: 'The Jem'Hadar' [DS9]; 'State of Flux' [VOY]*) **SEE FILES 70, 71**